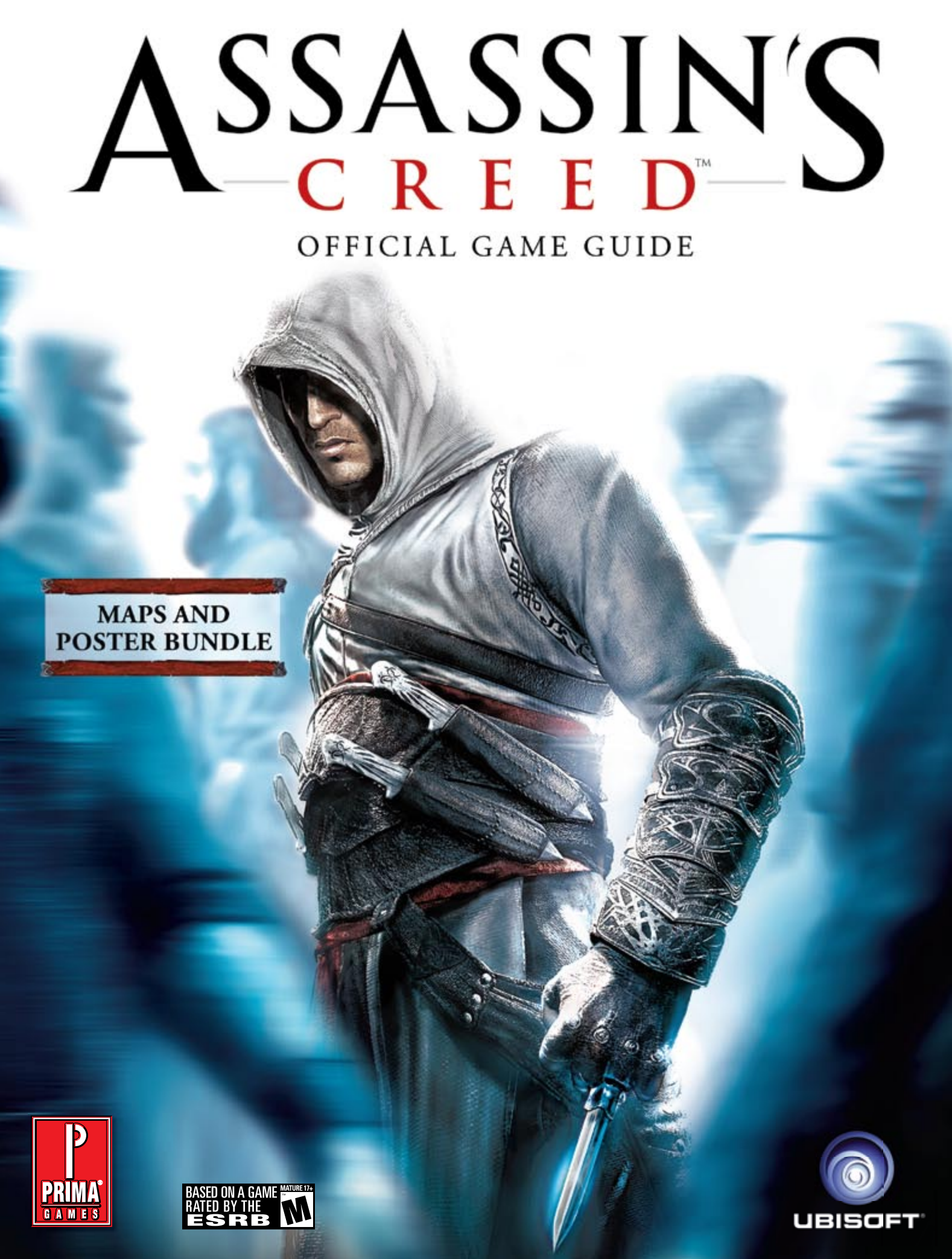
ASSASSIN'S CREED™

OFFICIAL GAME GUIDE



MAPS AND POSTER BUNDLE

PRIMA GAMES

BASED ON A GAME RATED BY THE ESRB MATURE 17+ M

UBISOFT

ASSASSIN'S CREED™

PRIMA Official Game Guide

Written by:

David S. J. Hodgson
David Knight
Damien Waples



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And Y, for Yorick, whose head was knocked in.

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David helped to launch the fledgling GameFan Books and form Gamers' Republic in 1998, authoring many strategy guides for Millennium Publications, including *The Official Metal Gear Solid Mission Handbook*. After launching the wildly unsuccessful incite Video Gaming and Gamers.com, David began authoring guides for Prima Games in 2000. He has written over 60 strategy guides; including *The Legend of Zelda: Twilight Princess*, *Knights of the Old Republic*, *Crysis*, *Half-Life: Orange Box*, and even *Panzer Dragoon Orta*. He lives in the Pacific Northwest with his wife, Melanie, and an eight-foot statue of Great Cthulhu.



David Knight has been an avid gamer since the days of the Atari 2600 and Commodore 64. His first foray into the gaming industry came in 1995, as a scenario designer for SSI's WWII strategy game *Steel Panthers*. As online gaming communities sprung up across the Web, David lent his enthusiasm and design skills to many fan sites. In 1998, he co-founded and co-hosted *Game Waves*, a weekly webcast featuring industry news and game reviews. David's involvement with Prima Games began in the late '90s as a technical editor. After co-authoring a couple of guides with his brother Michael, David authored his first solo game guide in 2002 for *Rollercoaster Tycoon 2*. Since then, he's written more than a dozen guides for Prima Games, including books for *Battlefield 1942*, *Star Wars Battlefront*, and *SWAT 4*.

We want to hear from you! E-mail comments and feedback to dhodgson@primagames.com or dknight@primagames.com.

Tour of the Holy Land

Introductory Data \ How to Use this Chapter

Exploration is the key to success during your adventures through the Holy Land, and learning where all the major buildings, collectable objects, Investigations, and the flavor of each city is as important as perfecting a gruesome Counter skewering. With this in mind, a complete Tour of all of the Holy Land is included. This allows you to play the game at your own pace; only reading the revelations the Walkthrough contains at your leisure. Here's what to expect:

Note The maps in this Tour differ from the Memory Maps you are used to viewing. These Tour Maps show streets in much more detail, and you can easily pick out the shapes and colors of landmarks, but otherwise, they are otherwise the same. Maps are only available for Places where cartographical evidence has been uncovered. Abstergo Industries deems schematics of the Laboratory to be off-limits.

01. Firstly, is the name of the Place of Interest. Then comes a brief history of the place. For each city, multiple maps are shown, so you can plan your routes by looking at every alley and thoroughfare. Next, where applicable, a list of when you visit each District of a city is revealed.

02. Notable Data: These show the types of Guards, Scholars, Vigilantes, Informers, Knife Carriers (also known as Courageous Ciizens), Beggars, Trouble Makers, Rooftop Gardens, Hay Stacks and Carts, and Benches you can find. As the style of dress and architecture differs throughout the land, viewing these pictures allows you to instantly learn what to expect.

03. Next comes a District map. Each city is split into three Districts. All the Investigations are shown on this map, which is further segmented into Areas (which don't appear in your adventure, and are segmented to show parts of a District) so specific sites of interest can be explained.

04. Area Data \ Map and Views: A closer look at a portion of each District follows, along with four views from north, south, east, and west. This way, you can easily learn the landmarks to look out for, and the direction you must be pointing to find them.

05. Next come the key Landmarks, View Points, Save Citizens Missions, and Investigations you can personally witness or attempt in each Area. Finally, some general advice is given for negotiating the Area, along with interesting sights to look for, and tactics to try. After that, the subsequent Area is shown until all of the District is revealed.

06. Finally, comes some tactics for dealing with the few Templars — toughened Knights hiding out throughout the Holy Land — and a list of all the Flag locations.



Throughout this Chapter, and the rest of the guide, use the following Legend to reference what each icon refers to:

Locations


Masyaf


Kingdom


Damascus


Acre


Jerusalem


Arsuf Plains

Points of Interest


Al Mualim*


Assassin's Bureau


Landmark


View Point


Save Citizen


Vigilantes


Scholars


Flags


Templars

**The In-game icon for Al Mualim is the same as the Assassins Bureau icon.*

Investigations


Eavesdropping


Informer


Informer Flag


Informer Target


Interrogation


Pickpocket


Assassination Target

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Place of Interest 01 \ Masyaf

Overview \ The Mountain Fortress

Masyaf, nestled in the Orontes Valley, is a remote stronghold with a small market village below it. It is the base of operations for the Assassins. The Fortress was built during the Byzantine Empire, with additional sections later added by a variety of tribes and forces, including the Nizari and Ottomons. Salah al-Din himself battled for control of this settlement during 1176, but was fought back and ended the siege with a truce. The Assassins hold this place with a strong sense of pride—fearsome retaliation follows those who attempt to conquer this domain.

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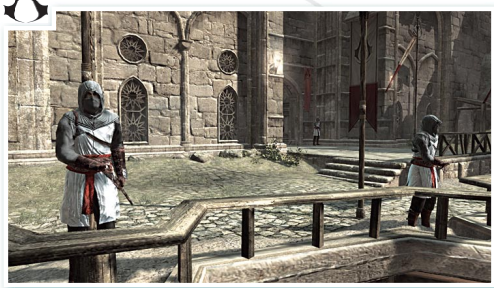


Notable Data \ Masyaf Gallery

Leader \ Al Mualim in his Library



Defense Forces \ Assassin Guards



They wear the Assassin's regalia and are friendly unless attacked.

Hiding Spots \ Roof Gardens



Hiding Spots \ Hay Stacks and Hay Carts



Hiding Spots \ Benches



Note In Masyaf, there are no View Points, Trouble Makers, Beggars, or Templars to interact with.

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Area 01 \ Village



Traffic: Heavy
Security: Light
Controlling Faction: Assassins
View Points: 0
Investigations: 3
Save Citizens: 0

Offering sanctuary to a small population of citizens loyal to the Assassins' cause, Masyaf offers a bustling trade at the base of the village. There are numerous areas to which you can Free-step, learning the skills that will help you survive your trials to come. There are no truly dangerous drops here, and buildings can be scaled if you don't wish to utilize the winding road.

The upper parts of the village feature a small promontory where orators gather crowds and speak their minds. A few Hay Carts lie about (a good sign that a Leap of Faith is above), and a remote fountain lies to the west, hewn into the exterior rock wall. Spend time searching the village's nooks and crannies, and discover Flags on ledges overlooking the cliff and lake below.



Area 01 looking north



Area 01 looking east



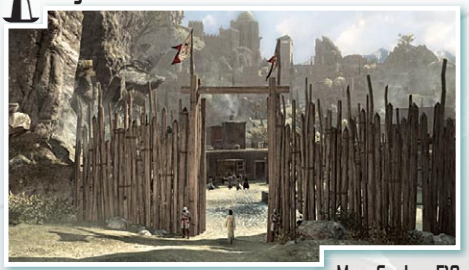
Area 01 looking south



Area 01 looking west

Key Landmarks

Kingdom Entrance and Exit \ Main Gate



Map Sector: E10

Market



Map Sector: E10

Middle Courtyard and Promontory



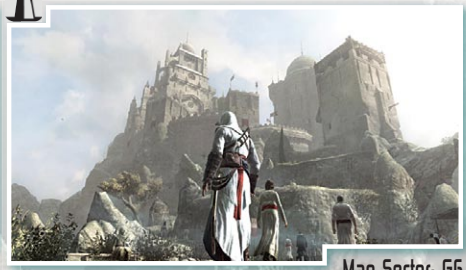
Map Sector: F8

Small Tower



Map Sector: G6

Vista



Map Sector: G6

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Memory Block 2 Data \ Investigations

Memory Strand 01 \ Eavesdropping



Map Sector: E9

Memory Strand 02 \ Pickpocket



Map Sector: G9

Memory Strand 03 \ Interrogation



Map Sector: F8

Area 01 \ Maneuvering Advice



Masyaf has two major streets to the south that are frequented by the village's inhabitants. The streets split west and east near the market area, then converge to the north. A narrow, steep path ascends the hill to the Fortress. This is the only way to move between the village and the Fortress, and as such is often congested with citizens.



From the Fortress, stay east to quickly move south, toward the gate. You can use the main trail from the Fortress to the small tower at the top of the village, but it is quicker to make three Jumps down the stepped and grassy ledges. Hug the eastern boundary while passing the two northern market stalls. Jump off this Leap of Faith point to land in a Hay Cart, then continue moving south. This is the quickest way to move from the Fortress to the Fortress gate.

Area 02 \ Assassin's Fortress

Traffic: Light
Security: Moderate
Controlling Faction: Assassins
View Points: 0
Investigations: 0
Save Citizens: 0

The northern Fortress stands back from the village (accessible only via the winding trail) and features an interior courtyard and strict rules disallowing all weapons, except in the Fighting Circle. Here you can practice techniques or scale a ladder to the eastern tower, the parapets above the main gate, and even the fearsome gorge and back wall of the large, freestanding tower to the east.

Inside the Library is Al Mualim's private sanctuary, guarded by the Assassin's elite Soldiers. This two-story book repository is brimming with musty tomes and climbing opportunities (when you first test out your skills). Al Mualim stands by a table directly above the Library entrance. Out the back is a spectacular Garden of Paradise, where visions of beauty gather and a serene feeling offers a brief respite from the pain and degradation of much of the realm's other locales.





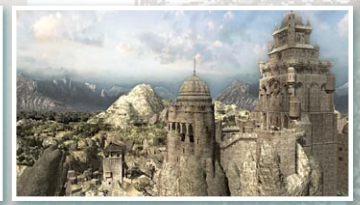
Area 02 looking north



Area 02 looking east



Area 02 looking south



Area 02 looking west

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Key Landmarks

Fortress Gate



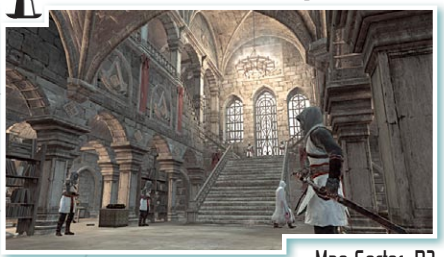
Map Sector: F4

Fortress Courtyard and Fighting Circle



Map Sector: E3

Al Mualim's Library



Map Sector: D3

Garden of Paradise



Map Sector: B2

Highest Leap of Faith Point (Eastern Tower)



Map Sector: F3

Bottomless Gorge and Large Tower



Map Sector: G4

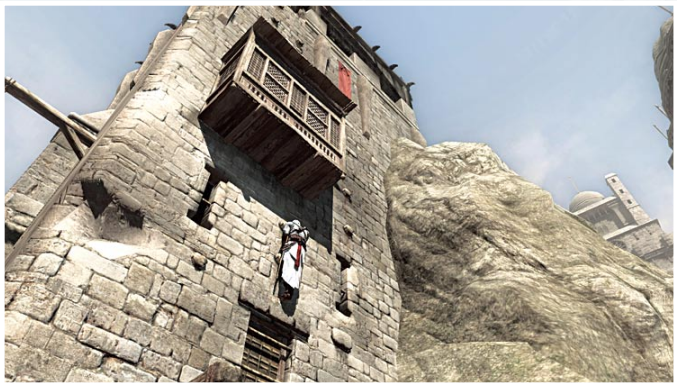
Area 02 \ Maneuvering Advice



Just south of the Library is the Fortress's courtyard. This area is patrolled by Guards and features a Fighting Circle in the center. Visit the Fighting Circle to improve your sword skills and learn new techniques, particularly after Ranking up.



The Garden of Paradise can be accessed through Al Mualim's Library; this is the only entrance. The entrance is blocked by a gate early on, but is opened after your first trip to Damascus (after Memory Block 2). Be sure to pay the Garden a visit and grab the two Flags while you're there.



There are a number of Flags dotted around the Fortress towers. The top of the eastern tower has three spectacular spots from which to execute a Leap of Faith. From here, maneuver along the beams and climb the tall, freestanding tower to the east. You can perfect climbing here, and leave via another Leap of Faith into the Hay Stack.

Additional Memories \ Templars

There are no Templars to kill in this settlement.

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Additional Memories \ Assassin Flags (20)



All Assassin Flags are collectible by Memory Block 3.

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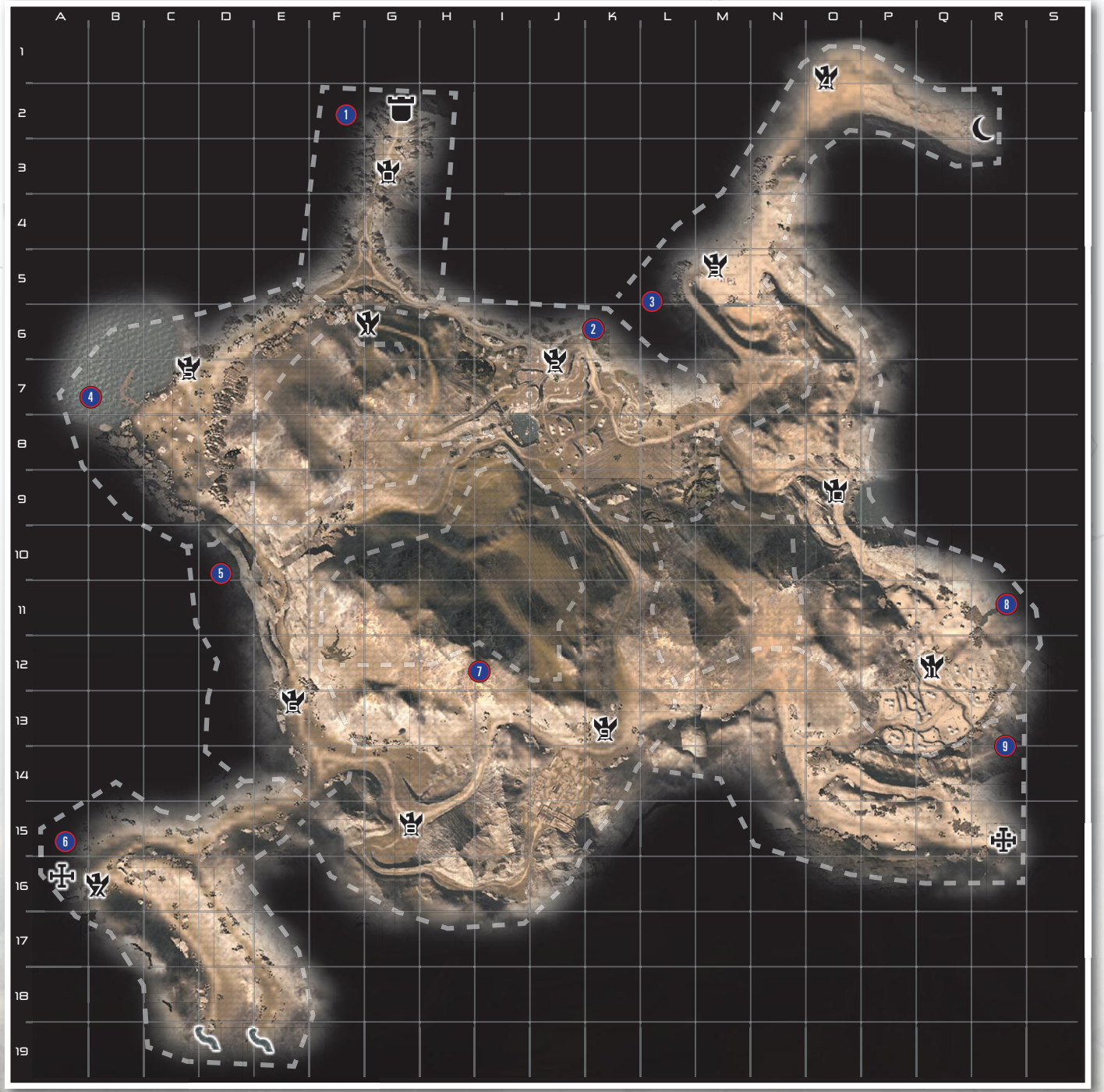


Flag Checklist

✔	Flag #	Description
❑	1	Between the railing and the ramp wall in the Garden of Paradise
❑	2	Atop the center pillar in the Garden
❑	3	In the Library, on the first floor of the stronghold
❑	4	On the ground in the northeast section of the courtyard
❑	5	On the top floor of the tower, near the platform where you performed the Leap of Faith
❑	6	On an outcropping to the north of the path
❑	7	Around the corner from the top of the ladder near the tower
❑	8	On a balcony overlooking the river
❑	9	On the ground on the northern side of a building overlooking the river
❑	10	At the top of the tall stone tower that's at the foot of the road leading to the stronghold
❑	11	On the roof of a two-story building
❑	12	On the roof near a bright orange carpet
❑	13	At the top of the ladder near the Bench
❑	14	On the windy road, behind a small U-shaped wall
❑	15	On the roof of the first story of this three-story building
❑	16	On the ground, obscured by a short wall
❑	17	Between two buildings and the cliff
❑	18	Near a large pile of hay sitting on the roof of a single-story building
❑	19	Atop the tall ladder on the west side of the building
❑	20	Behind a tall building against the cliff face

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Place of Interest 02 \ The Kingdom



Overview \ The Kingdom

Wild lands, where Saracens and Crusaders are constantly battling for territory, lie between the relative safety of Masyaf and the enclosed jostling of the three major cities of the Holy Land. Think of the Kingdom as the link between these centers of commerce and fortification. The Kingdom provides a multitude of vistas and wide-open trails to Gallop through, plus a host of optional enemies to slay. Be sure you prepare for combat (either on horse or foot) with Guard Patrols and garrisons of Crusaders and Saracens. The Saracens are prevalent to the east, toward Damascus and Jerusalem, whereas the Crusaders have made camp in the areas to the west. Spend as little or as long as you like investigating the optional trails, areas, and secrets this realm holds. Half of the Holy Land's Templar population is found in the Kingdom, ready for combat when you've Ranked up sufficiently to counter their heavy blows.

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Notable Data \ Kingdom Gallery

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Defense Forces \ Assassin Guards



They wear the Assassin's regalia and are friendly unless attacked.

Defense Forces \ Crusaders



Dressed in red and white, Crusaders from Richard the Lionheart's army will attack if you get too close.

Defense Forces \ Saracens



Found mostly in the east, Saracens wear green and brown uniforms and attack if your cover is blown.

Defense Forces \ Templars

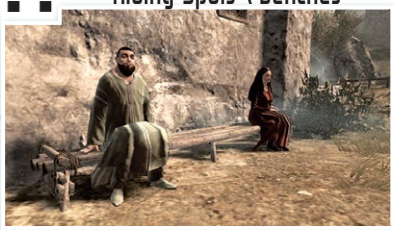


Thirty Templars are spread throughout the Kingdom. They attack on sight.

Hiding Spots \ Hay Stacks and Hay Carts



Hiding Spots \ Benches



Note There are no Roof Gardens, Trouble Makers, or Beggars in the Kingdom.

Area 01 \ Northern Valley



Traffic: Light

Security: Light

Controlling Faction: Assassins

View Points: 1

Investigations: 0

Save Citizens: 0

The northern valley provides protection as you race to and from Masyaf, but once out of the valley you are left to fend for yourself. Thankfully, there are few enemies in this zone. The area is mainly used as a thoroughfare where you make the choice of routes to Damascus, Acre, and Jerusalem.

Note On Day 4, upon leaving Masyaf, you can choose to enter the outskirts of any city, allowing you to bypass the Kingdom altogether.



Area 01 looking north



Area 01 looking east



Area 01 looking south



Area 01 looking west

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Key Landmarks

Masyaf Valley



Map Sector: G3

Masyaf Archway



Map Sector: G2

Northwest Fork



Map Sector: F5

View Points

00 \ Lookout Tower



Map Sector: G3

Note The View Point in this area is mandatory. As such, it is labeled as "0" on the maps, and there are 11 other View Points in the Kingdom that bring the total up to 12. But only 11 of them are optional.

Area 01 \ Maneuvering Advice



Upon leaving Masyaf for the first time, climb the lookout tower at map sector G3; the Guards won't mind. Synchronize at the top of the tower to reveal this area on the in-game map. This also allows you to see the positions of the other View Points in the Kingdom.



At the fork south of the lookout tower, head either southwest to Acre or east to Damascus. Forks like this are often accompanied by an obelisk showing you the direction of each major city. If you get turned around, use these obelisks to get your bearings.



The northern portion of this area is controlled by the Assassins, so the Guards posted here pose no threat. However, a few Saracens are positioned near the fork to the south. Keep your distance or Blend to avoid alerting them. Always Blend when riding near Saracens or Crusaders. This trick will not work against Templars.

Tip Enemies will not follow you into the Assassin-controlled area by the lookout tower. They'll call off their chase as soon as you enter the narrow canyon at map sector G4.

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Area 02 \ Forest Village Trail

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Area 02 looking north



Area 02 looking east



Area 02 looking south



Area 02 looking west

Traffic: Light

Security: Light

Controlling Faction: Saracens

View Points: 2

Investigations: 0

Save Citizens: 0

Galloping over the small hill, you uncover your first vista: the dotted settlements in the shallow valley and the lookout tower that adds to your Additional Memories. The area has a number of citizens wandering around a small, central market, and there are Free-stepping opportunities around the buildings on either side. To the south is a pond, and there's a tiny switchback trail leading to another lookout tower on the western slopes. This is also an area where you can eventually take a short route to Jerusalem or Acre, via the mountain trail, or continue on to Damascus.

Key Landmarks

Saracen Camp



Map Sector: I6

Forest Village



Map Sector: K8

Village Pond



Map Sector: I8

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View Points

01 \ Lookout Tower



Map Sector: G6

02 \ Lookout Tower



Map Sector: J6

Area 02 \ Maneuvering Advice

The Forest Village trail is a critical northern junction, with trails leading to several other sections of the Kingdom. Masyaf is located to the west, and Damascus to the east. There are also two southern trails leading to the Crusader Gorge and Roman Ruins—useful shortcuts when heading to Acre or Jerusalem.





Take the middle western trail to reach the lookout tower at map sector E4. There are no Guards on this twisting mountain trail, so don't worry about speed until you approach the tower. In addition to the Saracen Guards positioned around the tower, a Templar is located on the western side. Circle around the northern side of the tower to sneak up on him and stab him in the back.

The Forest Village is divided into upper and lower areas. The upper area to the west consists of a few small dwellings and a small detachment of Saracen Guards posted at the lookout tower. The main village is located in the valley to the east. This is a quiet area with only a small Saracen presence. There are also a few Templars spread out among the buildings.





The trails leading to the Crusader Gorge and Roman Ruins are located just south of this farm with the cylindrical grain silos. The western trail will take you toward Acre, while the eastern trail leads to Jerusalem. Both trails are marked with stone signs, so don't worry about breaking out your compass.



Free-step across the posts in the village pond to reach the island. A Flag is located behind the tree.

The small Saracen Encampment at map sector I6 is just off the main road and guarded at both entry points. Two Flags are located on the wagon here. Wipe out all the Guards to secure them, or simply use Sprinting and Free-stepping to dodge the enemies and flee the camp.



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Area 03 \ Damascus Outskirts

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Traffic: Light

Security: Heavy

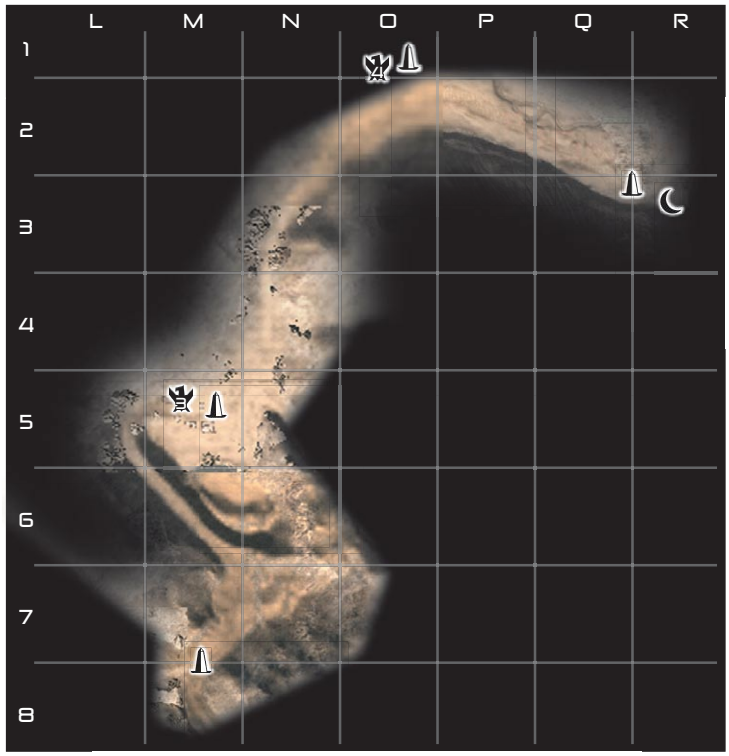
Controlling Faction: Saracens

View Points: 2

Investigations: 0

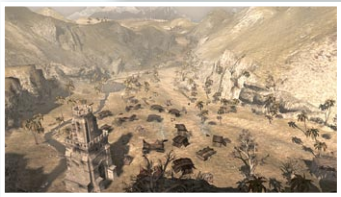
Save Citizens: 0

The Saracen troops have a large presence in this northeastern sector of the Kingdom. This is the first very dangerous area you'll traverse. Move around the small lake, and negotiate a lookout tower and small hamlet with a garrison of Soldiers and wooden towers. This leads to a road that heads south to Jerusalem, and more Saracens. Keep heading northeast and you reach a tent-filled encampment near a shallow stream, plus the entrance to Damascus.





Area 03 looking north



Area 03 looking east



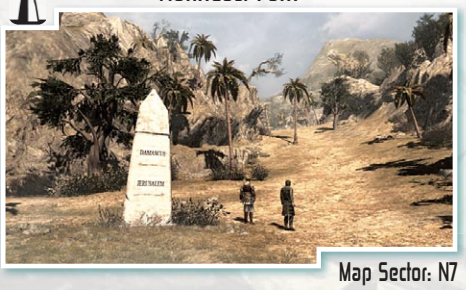
Area 03 looking south



Area 03 looking west

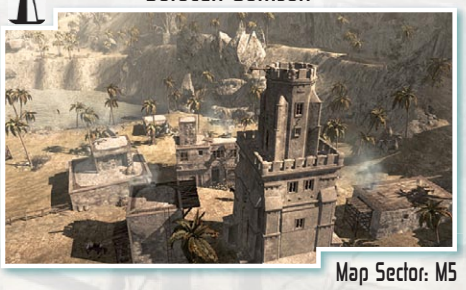
Key Landmarks

Northeast Fork



Map Sector: N7

Saracen Garrison



Map Sector: M5

Saracen Encampment



Map Sector: O1

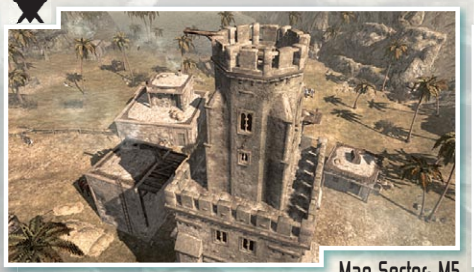
View Points

Damascus Archway



Map Sector: R2

03 \ Lookout Tower



Map Sector: M5

04 \ Lookout Tower



Map Sector: O1

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Area 03 \ Maneuvering Advice



The northeast fork at map sector N7 is a key intersection of three major trails. The northern trail leads directly to Damascus while the southern trail leads to the eastern lake outpost on the way to Jerusalem. Heading west takes you to the Forest Village trail, from which Masyaf and Acre can be reached.

The Saracen garrison is packed with Guards, including a large formation to the east of the village. A Flag is located on the stage where the Saracen officer is standing. While on your horse, hop over the stage to retrieve the Flag, then Gallop away to lose your pursuers.





When fighting the Templar south of the Saracen garrison at map sector M5, Throw him into the small lake to the south to finish the fight quickly.



At the Saracen Encampment, near Damascus, stay on the main road to the south to avoid a confrontation with the Saracen Guards posted around the tents and lookout tower. If your cover is blown while you're near the lookout tower, ride along the stream to the east. The water isn't deep, so your horse will have no problem Galloping through. This is the quickest way to reach the main road or Damascus archway. Just watch out for the Templar by the oasis.

Area 04 \ Lakeside Village Trail



Traffic: Light

Security: Moderate

Controlling Faction: Crusaders

View Points: 1

Investigations: 0

Save Citizens: 0

After the trail splits and rejoins, you can view the lake and village at the foot of the infamous Crusader Gorge. Here, you can slay your first Crusader troops, who are dressed in the garb of King Richard I. This village has a number of narrow, undulating trails, all leading to the Gorge entrance in the south. Expect some troop resistance, but it's an easy escape if you're overwhelmed. Don't forget to check the docks where a Templar has moored his boat.

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Area 04 looking north


Area 04 looking east


Area 04 looking south


Area 04 looking west

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Key Landmarks

Lakeside Village


Map Sector: C8

Docks


Map Sector: B7

View Points

05 \ Lookout Tower


Map Sector: C7

Area 04 \ Maneuvering Advice



The north-south trail running through Lakeside Village is the quickest way to travel between Masyaf and Acre. Slow down while moving through the village to avoid raising Crusader suspicions. The trail branches in several directions within the village, but all trails ultimately reconnect at the northern and southern outskirts.



To quicken your pace through this area, keep to the eastern cliffside. You'll only encounter a few Crusaders posted near this trail, on the northern end of the village. If you don't mind being chased, jump your horse across these two rooftops, maintaining a full Gallop and grabbing a Flag on your way out of the village.

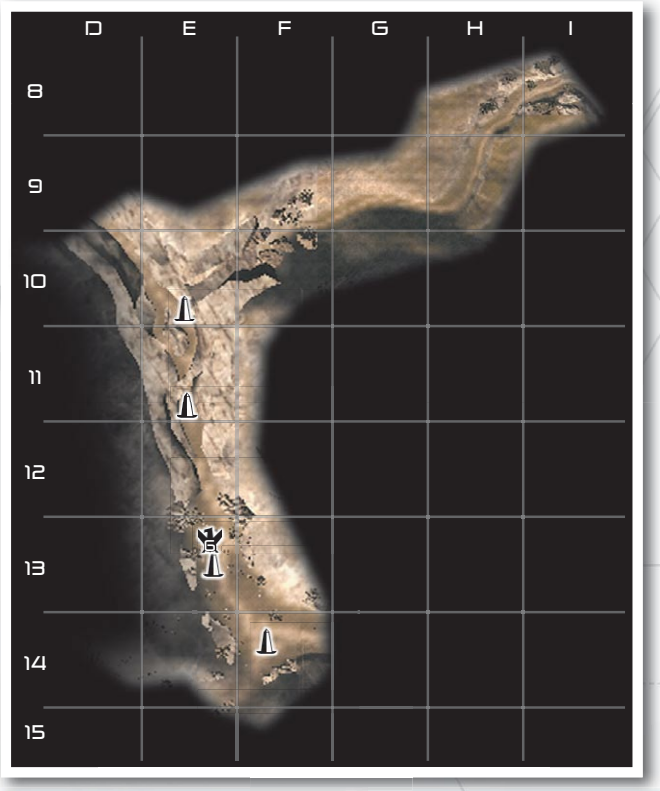


Two Flags and one Templar are located on the docks west of the village. Jump across the posts and boats to bypass the Guards. With some careful Jumping, you can sneak up behind the Templar on the northern edge of the docks. If a fight does break out, you can always Throw your opponents into the lake.



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Area 05 \ Crusader Gorge



Traffic: Light

Security: Moderate

Controlling Faction: Crusaders

View Points: 1

Investigations: 0

Save Citizens: 0

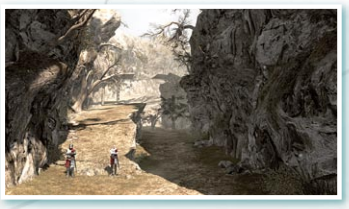
Seeing the tactical potential of this geological fissure, the Crusaders are roaming this narrow and steep gorge. The gorge is a quick route toward the southwestern area of the Kingdom and Acre. There are two main routes north and south: one involves racing along the foot of the gorge and the other allows you up a trail and across a natural bridge. Expect fierce resistance and many Guard Posts as your adventure progresses. If you Leap the wooden (and wrecked) bridge, you can enter the mountain trail and end up overlooking the Forest Village. Or, move to the south and negotiate a Crusader garrison, a lookout tower, and a junction that allows you to either head toward Acre or the beginning of the trail to the Roman Ruins.



Area 05 looking north



Area 05 looking east



Area 05 looking south



Area 05 looking west

Key Landmarks

Broken Bridge



Map Sector: E10

Crusader Gorge



Map Sector: E11

Crusader Guard Post



Map Sector: E13

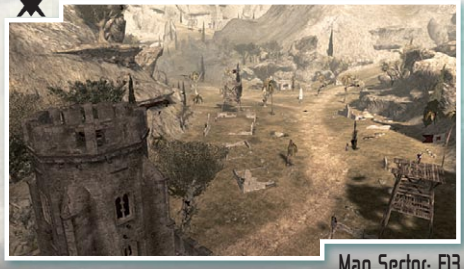
View Points

Southwest Fork



Map Sector: F14

06 \ Lookout Tower



Map Sector: E13

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Area 05 \ Maneuvering Advice



You must use the broken bridge at map sector E10 if you want to take the eastern mountain trail to the Forest Village. Start by taking the trails up from the gorge, then Jump across the broken bridge. A Templar stands guard on the eastern trail—try to take him out while on horseback.



By Memory Block 6, the Crusaders have fortified this area. Expect to encounter stiff resistance in the form of Guard Posts (line formations of Crusaders standing four abreast with swords drawn). If you attempt to ride through these formations, the Crusaders will cut your horse out from under you, sending you to the ground. Instead of trying to crash through them, ride around them.

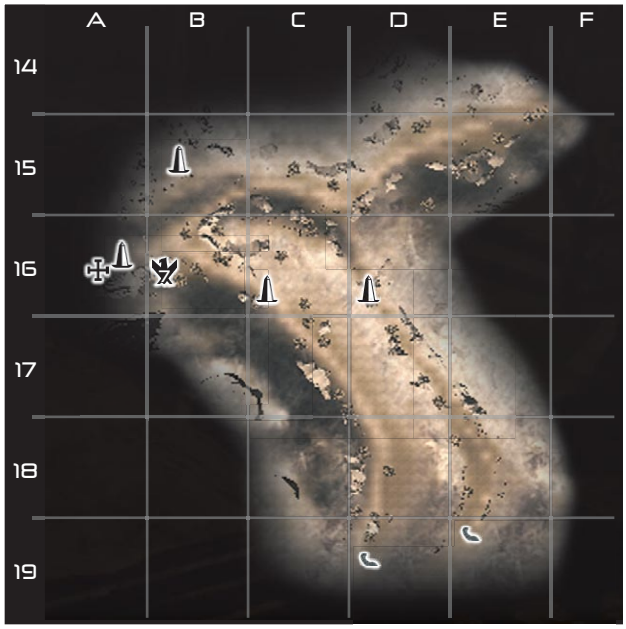


In an attempt to control traffic along this route, the Crusaders have erected a low fence near the lookout tower. Your horse has no problem clearing this fence, but if you Jump it the Crusaders will pursue. If attempting to maintain a Low Profile, Blend while riding through the opening in the fence.



The southwest fork at map sector F14 connects to Acre's outskirts to the south and the trails to the Ruins in the east. Heading north here takes you through the Crusader Gorge on the way to the Lakeside Village.

Area 06 \ Acre's Outskirts



Traffic: Light

Security: Heavy

Controlling Faction: Crusaders

View Points: 1

Investigations: 0

Save Citizens: 0

If you've come to spill Crusader blood, this is the area to attempt your slaughter! A trail with entrances to Arsuf Plains (which are only accessed during Memory Block 6) and Acre can easily be traversed if you aren't in a slaying mood, but the large Crusader Encampment in the valley to the north is the perfect opportunity to hone your fighting abilities. There are wooden towers, a pit, numerous tents, and an escape trail if the attacks become too fraught.

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Area 06 looking north


Area 06 looking east


Area 06 looking south


Area 06 looking west

Key Landmarks

Eastern Arsuf Trail


Map Sector: D16

Western Arsuf Trail


Map Sector: B16

Crusader Encampment


Map Sector: B15

View Points

Acre Archway


Map Sector: A16

07 \ Lookout Tower


Map Sector: B16

Area 06 \ Maneuvering Advice



If simply passing through this area, stay on the main road to the south, avoiding the Crusader Encampment altogether. If you want to gather Flags and kill a Templar, take the side road north to enter the encampment.



There are two parallel trails leading to Arsuf Plains. Both lead to the same place, but they have different entry points. If heading to Arsuf Plains from Acre, use the western trail. If approaching from Masyaf or Jerusalem, the eastern trail is the quicker route. This area remains off limits until later in the game.

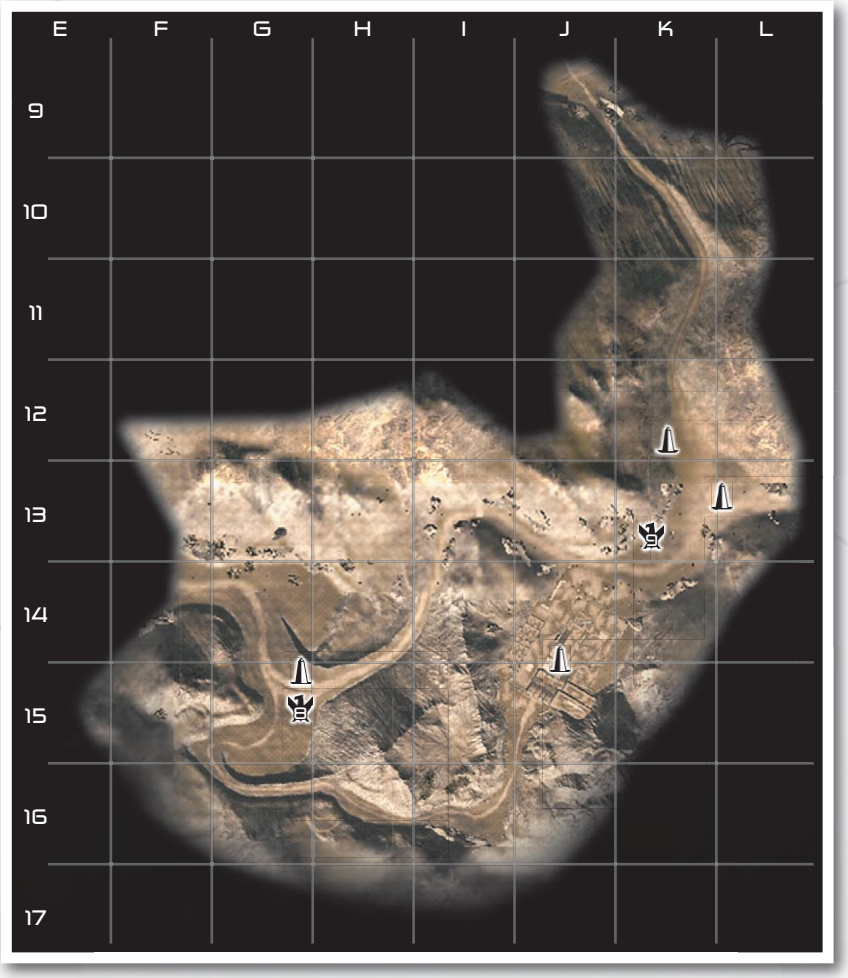


You can't sneak into the Crusader Encampment via the front gate unnoticed; the Archers will spot you even if you Blend. Instead, use one of the two scaffolding structures along the wall to infiltrate. Once inside, steer clear of the Guards and Archers. Try to grab all the Flags without being detected, and don't forget the two Flags in the central pit. Leave the Flags on the southern Guard Towers for last—you're most likely to be spotted while grabbing these.

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Area 07 \ Trails to the Ruins

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Traffic: Light

Security: Moderate

Controlling Faction: Crusaders / Saracens

View Points: 2

Investigations: 0

Save Citizens: 0

The no-man's-land in the heart of the Kingdom has its own secrets to reveal. There are a couple of small Crusader garrisons, one linking to the junction south of Crusader Gorge and the other overlooking a large and ancient set of Roman Ruins. The ruins themselves are excellent for honing your climbing and Free-stepping abilities, and there's a small trail that loops around to the lookout tower at one of the garrisons. Moving east, the trail opens up as the rocky desert landscape toward Jerusalem begins. A small Saracen Encampment links this area to the Forest Village trail.



Area 07 looking north



Area 07 looking east



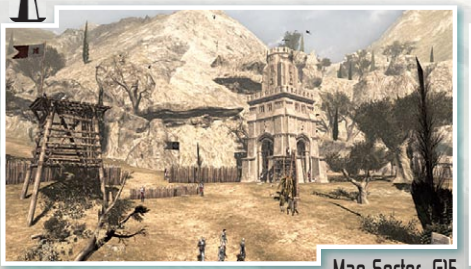
Area 07 looking south



Area 07 looking west

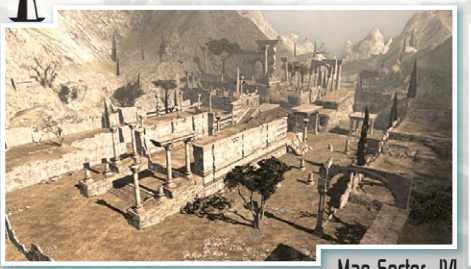
Key Landmarks

Crusader Garrison



Map Sector: G15

Roman Ruins



Map Sector: J14

Crusader Garrison



Map Sector: K13

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South-Central Fork



Map Sector: L13

Saracen Encampment



Map Sector: K12

View Points

08 \ Lookout Tower



Map Sector: G15

09 \ Lookout Tower



Map Sector: K13

Area 07 \ Maneuvering Advice



Crusader and Saracen bodies line the trail between the central lookout tower and the Roman Ruins. The trail serves as a no-man's-land in this standoff between the factions, with the Crusaders holding the high ground to the north and the Saracens occupying the ruins to the south. As long as you stay on the trail, you can avoid aggravating either side.



Ten Flags are scattered across the Roman Ruins, but this area is also watched by six Saracen Archers. Clear out the area before Flag hunting. It's easiest to work your way south to north, clearing the high ground first. Most of the Archers are in static positions, so they're easy to sneak up on. Once you've dealt with the Archers, eliminate the ground-level Templar in the southeast corner. Now you can go about collecting your Flags.



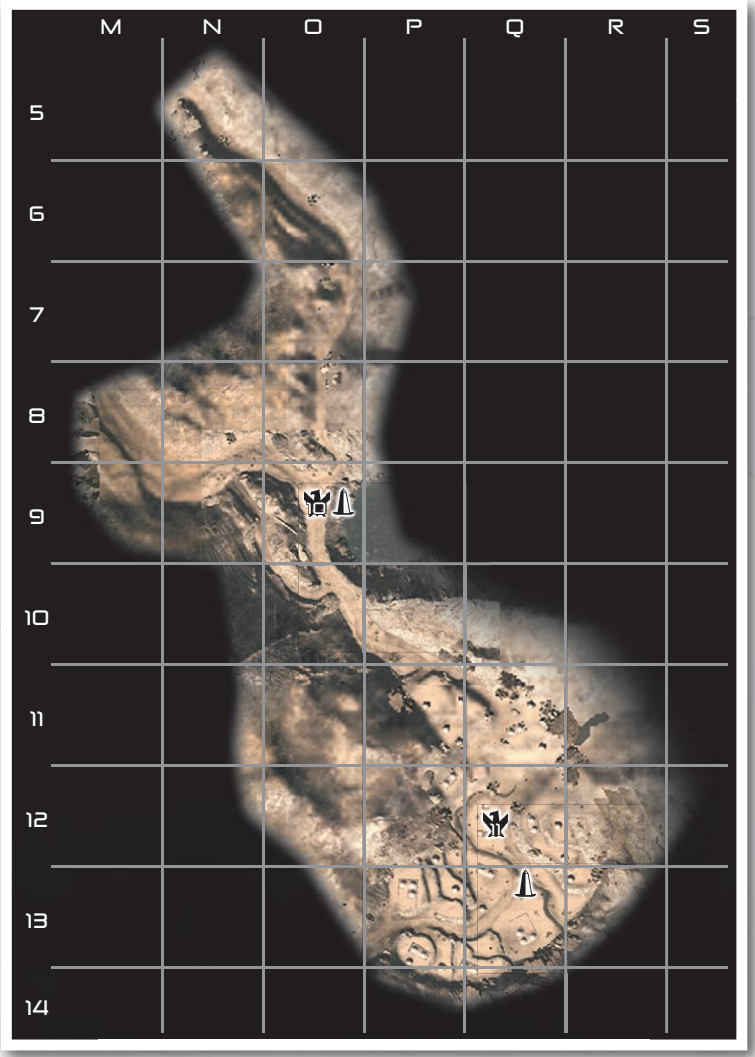
The path leading to the lookout tower north of the Roman Ruins is blocked by a line of Crusaders. There's no easy way to sneak in, so be ready for a fight. Keep the fight as far away from the tower as possible to avoid drawing in more Crusaders. Once the path is clear, assume a Low Profile and climb the tower, staying clear of the Guards on the scaffolding.



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Area 08 \ Eastern Lake Outpost

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Traffic: Moderate

Security: Moderate

Controlling Faction: Saracens

View Points: 2

Investigations: 0

Save Citizens: 0

Although only necessary to Gallop through if you need to take the road to or from Damascus and Jerusalem, this eastern stretch of land encompasses a hilly area, a large lake to the north (complete with a small trail that loops back to the junction near the entrance to Damascus), and an outpost and garrison to the south. The village area is overrun with Saracen forces, so employ care as you negotiate the winding trails.



Area 08 looking north



Area 08 looking east



Area 08 looking south



Area 08 looking west

Key Landmarks

Saracen Garrison



Map Sector: 09

Saracen Outpost



Map Sector: Q12

View Points

10 \ Lookout Tower



Map Sector: 09

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11 \ Lookout Tower



Map Sector: Q12



Later in the game, alert Saracens will attempt to stop you by forming lines across the road, much like the Crusaders in the Crusader Gorge. Gallop around their lines to avoid having your horse's legs chopped at. West of the Saracen garrison's lookout tower (at map sector N9) there's a narrow side road. This is a good way to bypass the high concentration of Guards on the main road and near the garrison. A lone Templar stands guard here, so stay alert.

Area 08 \ Maneuvering Advice



This area is a major north-south thoroughfare on the eastern side of the map, with connections to the Forest Village trail, the Damascus outskirts, and the Jerusalem outskirts. The two northern trails climb through the mountainous terrain and converge at the Saracen garrison next to the lake.

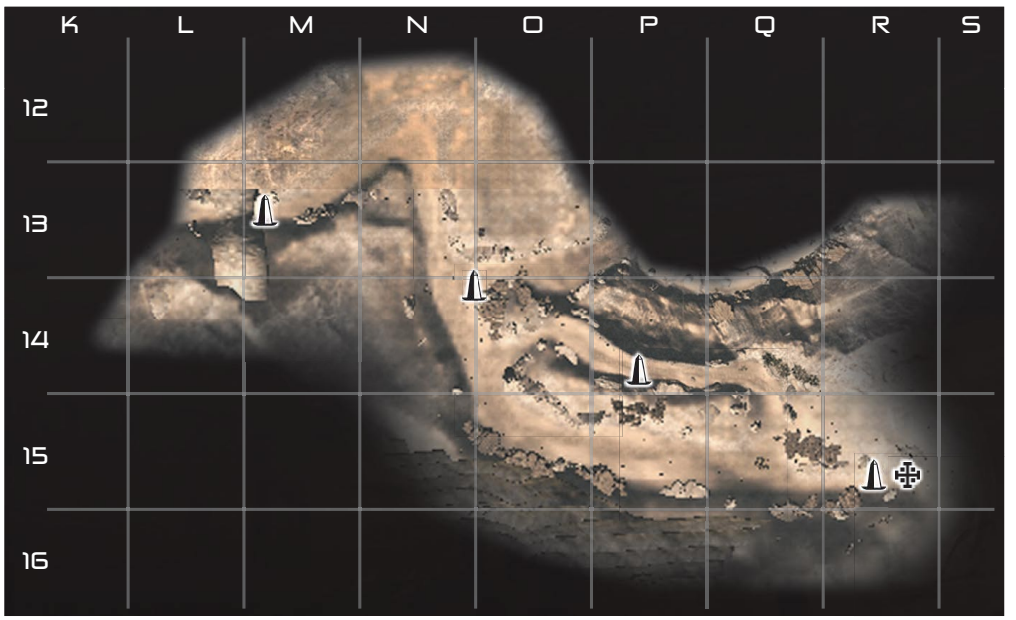


The Archers on the towers at the Saracen Outpost will blow your cover if you get too close. When climbing the lookout tower, ascend the southern side. The Archers on the eastern and western flanks will have a hard time spotting you there.

The Saracen Outpost is home to an extremely high concentration of Templars. A total of six Templars are posted here— that's 10 percent of the Templars you can challenge throughout your entire adventure! They're mostly posted around the village's periphery. With careful scouting you can sneak up on or blindside all six of these Templars.



Area 09 \ Jerusalem Outskirts



Traffic: Light

Security: Moderate

Controlling Faction: Saracens

View Points: 0

Investigations: 0

Save Citizens: 0

With Jerusalem's spires only moments away, the rocky desert outskirts are mainly wide, stone trails with pilgrims and other citizens wandering up and down them. There are a couple of major junctions that link back to previous areas, and also a dead-end trail that allows you excellent views of the Saracen Outpost to the north. Otherwise, this is simply the way to reach Jerusalem, watching for the numerous Guard Patrols along the way.

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Area 09 looking north


Area 09 looking east


Area 09 looking south


Area 09 looking west

Key Landmarks

Earthen Archway


Map Sector: L13

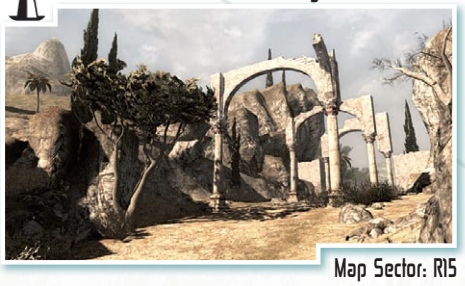
Outpost Overlook


Map Sector: P14

Southeast Fork


Map Sector: N14

Jerusalem Archway


Map Sector: R15

Area 09 \ Maneuvering Advice



This dusty stretch of road runs east and west for the most part, with a north-eastern branch that leads to the eastern lake outpost area. Take this northern route when heading toward Damascus. Otherwise, go west when heading to Masyaf or Acre.



The outpost overlook is a narrow side road near Jerusalem with a sweeping view of the Saracen Outpost to the north. In addition to the view, two Flags and two Guard Towers occupy this road. One Flag is atop the occupied eastern tower; the other is on a low rock in the middle of the road.

A large formation of Saracen troops patrol the area around the southeast fork obelisk. Slow down and Blend when moving through this area. Several pedestrians are also present here and near the Jerusalem archway, so watch your speed.



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Additional Memories \ Templars

Note There are 30 Templars to kill in the Kingdom.

1



This Templar stands between the View Point and the cliff wall. He's facing north, so approach from the south to reach him undetected.

2



The narrow gorge offers you no cover from the Templar stationed here. Prepare for a fight.

3



You must approach from the south to stealthily reach the Templar that guards this narrow passageway.

4



The Templar found here stands near a stone dwelling adorned with the sign of the cross. Hug the curved wall and approach from either side to Assassinate the unsuspecting Crusader.

5



The Templar stands guard on the eastern side of this long, low building. To get the jump on him, hug the southern wall as you turn the corner.

6



This Templar guards the courtyard of a large, multiroom dwelling. Climb the northern wall and Drop down behind him to Assassinate.

7



This Templar stands between the southern wall of a building and the cliff. He is facing east, so approach from the west to get the drop on him.

8



To get the better of this Templar, approach him from the northeast by scaling the small fence-adorned wall. You can then circle around the cone-shaped dwelling to catch him unaware.

9



Exploit this Templar's blind side by approaching from the west.

10



The ruins and the cliff face make approaching this Templar difficult. Instead of a frontal assault, enter the ruins and make sure to keep a wall between yourself and the Templar. Once you get behind him, hop the wall and take him out. Be careful though, as portions of the crumbling wall are low enough to give you away.

11



This Templar stands near a supply cart just south of the road. Unfortunately for you, no approach is safe. Prepare for battle.

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12



This Templar guards the north-western wall of a one-story house. Drop down behind the house, make your way to the far side, and introduce the Templar to your blade.

13



This Templar stands just north of the downward-sloping path. Use the small building he guards to cover your approach, and you'll be able to sneak up on him effortlessly.

14



The Templar that stands behind the one-story dwelling has a great line of sight that covers every approach.

15



The Templar guarding the courtyard has his sights trained on the entrance arch. Climb the outer wall and Drop down right behind him for a swift and sure kill.

16



Approach this Templar from the southwest (his left) to get the jump on him.

17



The cliff wall and small lake provide the Templar cover on three sides. There is no way to advance undetected.

18



This Templar will only be taken by surprise with a southern approach.

19



You can find this Templar between a small one-story dwelling and the cliff face. Sneak up on him from the west for an effortless assassination.

20



This out-of-the-way mountain path holds a View Point, Flag, and Templar. Follow the tower's south wall (to your left) to catch the Templar off guard.

21



Forget catching this Templar unaware. A frontal assault with lobbed Throwing Knives as he engages you will at least help you damage him before you fight.

22



This Templar is well positioned. No approach will escape his notice.

23



This Templar faces south, so approach him from the northeast to catch him unaware.

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24



Creeping up the path from the south gives you the best chance to avoid a confrontation with both Guards and the Templar, but there is no way to escape the notice of the Templar.

25



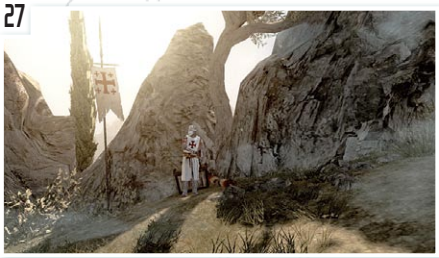
This assassination is as fun as it is difficult. The Templar stands on the first-floor roof of a building that's surrounded by Guards. Approach the building from the south, toward the Bench on which peasants sit. Hug the wall and walk northeast (to your right). A sword-wielding Guard stands nearby. Ignore him and hop onto the trio of barrels, then climb the tapestry-covered wall. You are standing right next to the Templar, but a chest impedes your assassination attempt. Turn left and climb to the roof (don't use the ladder), then hop to the rooftop that is directly above the Templar. Hang from the gutter. The Assassinate option is now available. Pull this one off successfully and we salute you!

26



Six Crusaders stand between you and the Templar that guards the end of the dock. No need to engage them though. Instead, look to the water for your path. A series of moorings and small boats give you a chance to practice your Free-stepping. Follow the path and you can Jump to the dock directly behind the unsuspecting Templar.

27



Hug the cliff wall and approach this Templar from the south.

28



This Templar doesn't really *need* to stand guard. The 20 or so Crusaders in the surrounding camp have that taken care of. Needless to say, you'll have to work for this kill! A good entry point lies at the west end of the fence where high scaffolding will allow you to climb over. From there, hug the cliff wall until you reach the Templar.

29



Approach this Templar from the south for an easy assassination.

30



You'll have to engage this Templar head-on as the terrain allows no advantage.



Additional Memories \ King Richard Flags (100)

Note All King Richard Flags are collectible by Memory Block 6.

✔	Flag #	Description
❑	1	Behind a small cart on the western side of the crossroads
❑	2	Ground level, next to a small building
❑	3	On top of a small wall
❑	4	On top of a chimney next to the docks
❑	5	At the end of a small dock
❑	6	On the bow of a boat behind a Templar
❑	7	On the roof
❑	8	On top of a small one-story building with a Guard
❑	9	On top of a small building
❑	10	Along the ridge and behind a tree
❑	11	To the left of a broken wood bridge with four Guards
❑	12	Look below and slightly west of Flag # 13; it is hidden in the bushes

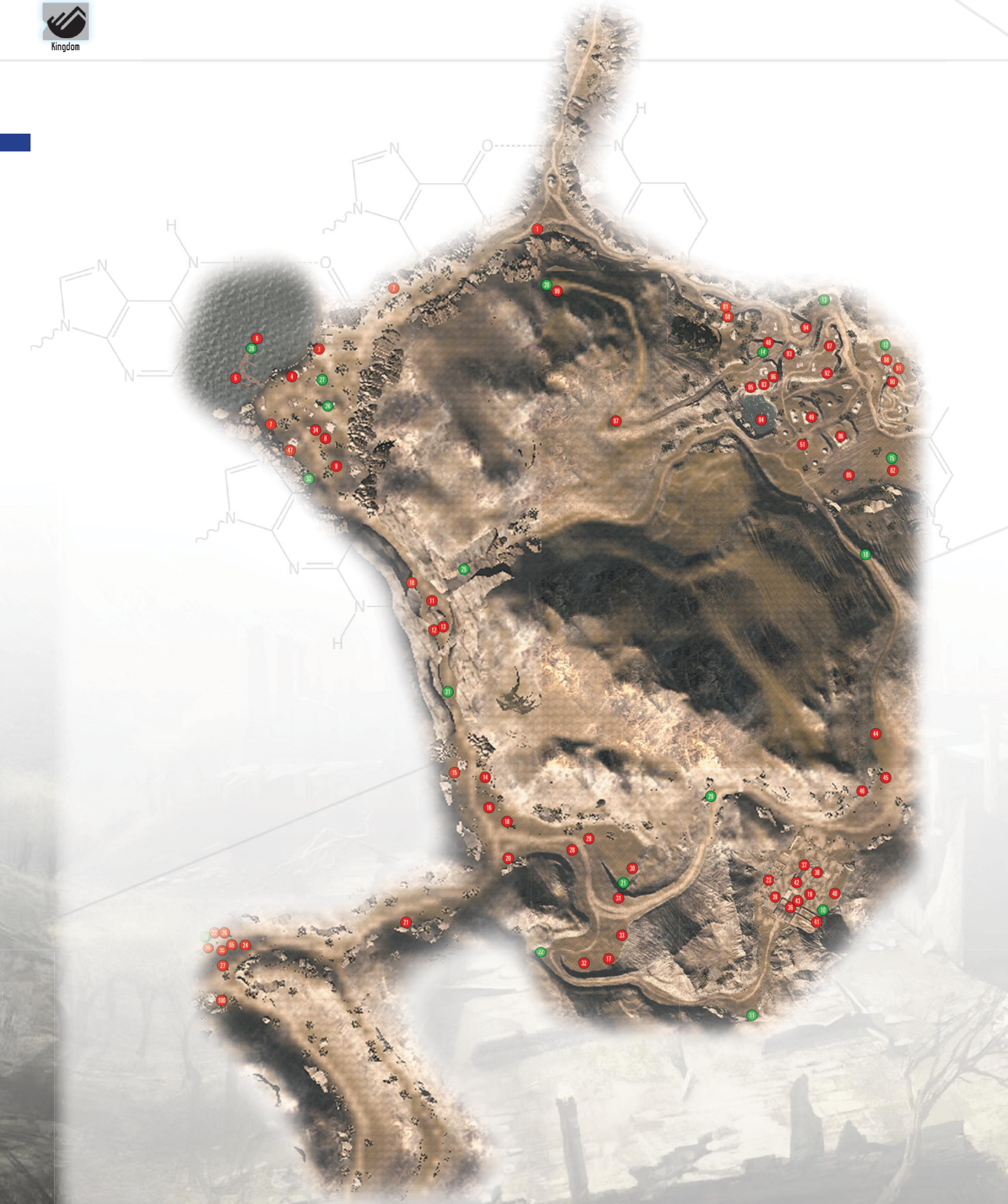
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✔	Flag #	Description
❑	13	Up a ramp, near a small fire and a Hay Stack
❑	14	Behind a small tent
❑	15	West side of the tower, on the ground
❑	16	In the middle of some small ruins
❑	17	Behind a small building
❑	18	On top of a wooden tower
❑	19	On top of a pillar
❑	20	Behind a small wall, next to a horse
❑	21	Look for a wooden tower with three Guards; the Flag is off to the side, near a rock face and some bushes
❑	22	The Flag is in the pit
❑	23	On top of a pillar
❑	24	In the middle of a small camp, next to a fire and a rack of spears
❑	25	On top of the crane
❑	26	This Flag is in the pit
❑	27	Sitting on a fence
❑	28	Behind a large rock formation
❑	29	Underneath a wooden tower
❑	30	Behind a hut
❑	31	On top of a wooden tower
❑	32	On top of a small building
❑	33	Behind the View Point tower
❑	34	On the wooden platform of a small crane
❑	35	Sits atop the left tower
❑	36	On the very top of a large arch at the south end of the ruins
❑	37	On a pillar at the north end of the ruins
❑	38	On a pillar at the north end of the ruins
❑	39	On top of a stone roof near the south end of the ruins
❑	40	On top of a rock
❑	41	In the southeast corner of the Roman Ruins
❑	42	Underneath the wooden ramp in the middle of the ruins
❑	43	On top of a pillar
❑	44	In the middle of a small camp of Guards
❑	45	In the small corral
❑	46	North side of the View Point tower
❑	47	On the second level of a small building
❑	48	On a small, wooden overhang, next to a bunch of wood
❑	49	Next to the domed building
❑	50	Behind a small, wooden tower
❑	51	On top of a small building
❑	52	On top of a rock
❑	53	On top of a wooden tower
❑	54	Behind the small buildings
❑	55	Next to a wooden tower, down a ledge
❑	56	Behind a well

✔	Flag #	Description
❑	57	On the arch of a small building
❑	58	Behind a dome building
❑	59	On top of a small building
❑	60	At the end of a creek, behind the bushes
❑	61	Behind a small cart
❑	62	Behind a domed building
❑	63	Above the main path, next to a domed building
❑	64	On top of a small stable, surrounded by horses and a few Guards
❑	65	On the tower to the right
❑	66	On a small, wooden overhang
❑	67	On a platform in front of 18 Guards and a Lieutenant
❑	68	On the back of a cart
❑	69	On top of the wooden tower with two Guards
❑	70	On top of the wooden tower with two Guards
❑	71	Above the small stable at the crossroads
❑	72	On the cliff at the southern edge of a small lake
❑	73	On top of a small dump cart, next to the lake
❑	74	On a barrel behind a small building
❑	75	Behind a small building
❑	76	On the small island in the middle of the creek
❑	77	On top of the wooden tower with two Guards
❑	78	On top of a barrel next to a platform
❑	79	On the balcony halfway up the View Point tower
❑	80	On top of a wooden tower
❑	81	On the back of a cart
❑	82	On top of a small building
❑	83	On a wooden platform
❑	84	On the island in the middle of the small lake
❑	85	In the middle of the ruins of a small building
❑	86	In the small courtyard of a one-story building, in a corner behind some barrels
❑	87	On top of a wooden pole in the middle of a small village
❑	88	On a chimney on the eastern side of a village
❑	89	Behind a small wall
❑	90	On a small crane platform
❑	91	On an overhang
❑	92	On top of a two-story building
❑	93	At the base of the cliff south of the View Point tower
❑	94	On the east side of the View Point tower
❑	95	On top of a pole
❑	96	On the roof of a two-story building
❑	97	On top of a small, wooden platform
❑	98	On top of a wooden tower with two Guards
❑	99	On top of the View Point tower
❑	100	On the View Point tower

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Damascus

Overview \ The History of Damascus

Damascus during this time period is a bustling and impressive city. After the arrival of the Turks 100 years before, the city repelled attacks during the Second Crusade in 1148, and was finally acquired by Saladin in the late 1150s. Saladin was responsible for rebuilding the Citadel in the northwestern corner of the city, and granted scholars from far and wide the chance to study in one of the many Madrasahs scattered throughout the city's neighborhoods. This place is vibrant, colorful, and almost unaffected by the war ravaging much of the rest of the land.

You enter Damascus at the following times during your adventure:

District	First Entrance	Assassination Target
Poor	Memory Block 2	Tamir
Middle	Memory Block 5	Jubair Al Hakim
Rich	Memory Block 4	Abu'l Nuqoud

Notable Data \ Damascus Gallery

Defense Forces \ Saracen Guards



They wear the Saracen regalia and will attack if your cover is blown.

Defense Forces \ Templars



Ten Knights Templar are located within the city (three in the Poor, three in the Middle, and four in the Rich Districts) and will attack on sight.

Citizens \ Scholars



They wear white robes and allow you to Blend with them. Useful for accessing high-security areas. There are no Scholars to be saved in the Middle District.

Citizens \ Vigilantes



Dressed in black robes, these men will distract and restrain Guards that are chasing you.

Assassins \ Informers



These cloaked figures offer critical information on your Target, but you must complete a Challenge for them before they'll talk. There are none in the Poor District.

Citizens \ Courageous Citizens



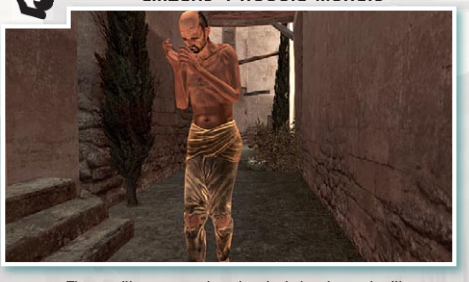
These citizens carry Throwing Knives that can be Pickpocketed to replenish your stock.

Citizens \ Beggars



The poor occupy high-traffic areas, pleading for coins from passersby.

Citizens \ Trouble Makers



These citizens wander about aimlessly and will shove you if you get too close.

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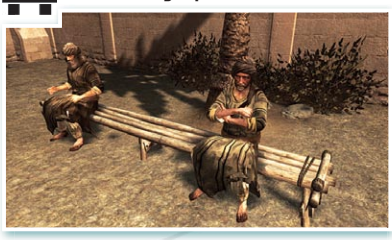
Hiding Spots \ Roof Gardens



Hiding Spots \ Hay Stacks and Hay Carts



Hiding Spots \ Benches



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Place of Interest 03 \ Damascus \ Poor District



Overview \ The Poor District

The northeastern area of Damascus is a large and bustling District, packed with citizens. Thankfully, only a limited number of these citizens are deemed troublesome. To the northeast, the area is dominated by a large and sprawling Souk—an area where Tamir the Black Market Merchant makes a more-than-comfortable living. Spend time heading down the main north-south thoroughfare and you'll reach the Pasha Mosque and grounds. This Mosque features the largest minaret in the District. Use this, and the relatively flat rooftops throughout this area, to situate yourself before you reach the Assassin's Bureau in the southwestern corner of the District. Beware of the river snaking along the northern sector. To the west, south, and southeast, there are countless alleys dotted with small courtyards. There is also a rarely used exit gate to the southeast.

Area 01 \ Entrance and Mosque Thoroughfare



Traffic: Heavy

Security: Light

Controlling Faction: Saracens

View Points: 1

Investigations: 1

Save Citizens: 1

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Area 01 looking north


Area 01 looking east


Area 01 looking south


Area 01 looking west

Forcing you from the relative spaciousness of the Kingdom into the closely knit and bustling Poor District, there are numerous places to run: clambering onto the market stalls and scaling the roofs, heading southwest down the main street toward Area 04 and the Pasha Mosque, checking out the Souk to the southeast, or heading along the south side of the river that runs east-west. There's a small bazaar here where you can try Blending, Stealth Assassinations, and hiding until you perfect these and other initial techniques.

Key Landmarks

Main Gate


Map Sector: 01

Bazaar


Map Sector: N2

View Points

01 \ Minaret


Map Sector: M2

Memory Block 2 Data \ Investigations

Memory Strand 01 \ Pickpocket


Map Sector: N2

Save Citizen Investigations

Save Scholar

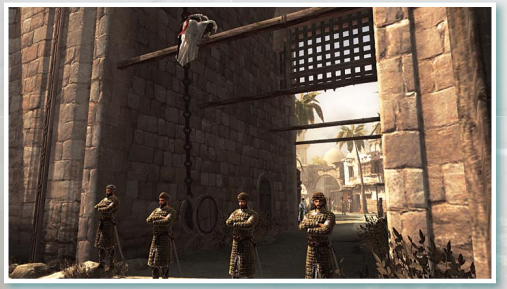

Map Sector: N2

Initial Guards: 4

Additional Guards: 1

Scholars Summoned: 4

Area 01 \ Maneuvering Advice



The key features of this area are the main city gate and the market bazaar. A Guard Post stands in front of the city gate. Don't try to run past them! Instead, look for alternatives. One is by climbing along the outer wall until you can reach the upper area of the gate. Here you can use a series of wooden beams to hop across, passing above the Guards' heads.



Several market stalls are set up opposite the gate's entrance, but the bulk of the area's commerce is conducted in the bazaar. This covered street is lined with market stalls. The bazaar is often filled with citizens; expect a high concentration of Jar Carriers in this area. Take your time maneuvering through the crowd as any sudden collisions and jar falls may cause nearby Guards to become alerted your presence. **Also consider taking the high ground by Free-stepping across the beams overhead.**

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Above the bazaar is a minaret tower. When entering the city, this is the first tower you'll want to climb. Synchronize at the top to locate the District's other View Points.

Area 02 \ River and Mosque Courtyard

Traffic: Light

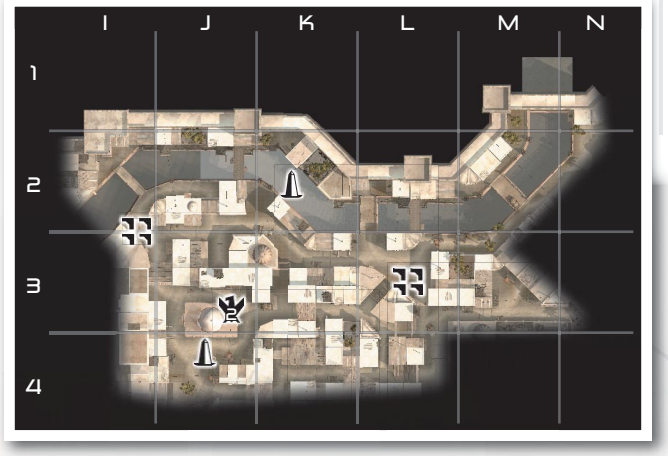
Security: Light

Controlling Faction: Saracens

View Points: 1

Investigations: 0

Save Citizens: 2



This area is dominated by the river that winds from east to west and leads into the Rich District beyond. Between the river's two banks are numerous poles and boats on which to balance when you wish to secure Flags, and the low balcony over the river is perfect for throwing Guards over. The northern edge of this area presents excellent Free-stepping opportunities, while the Mosque and courtyard to the south provide good landmarks to remember when traversing this north-eastern part of the Poor District.



Area 02 looking north



Area 02 looking east



Area 02 looking south



Area 02 looking west

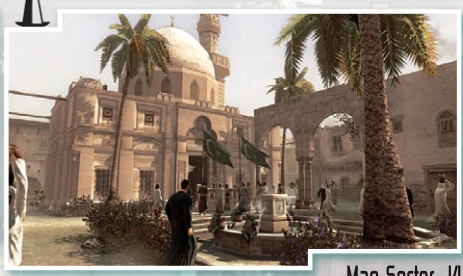
Key Landmarks

River



Map Sectors: I2–M1

Mosque Courtyard



Map Sector: J4

View Points

02 \ Minaret



Map Sector: J3

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Save Citizen Investigations

Save Woman



Map Sector: L3

Initial Guards: 3
Additional Guards: 0
Vigilantes Summoned: 4

Save Woman



Map Sector: I2

Initial Guards: 3
Additional Guards: 2
Vigilantes Summoned: 5

Area 02 \ Maneuvering Advice



The narrow river is confined to a canal running along the northern wall. Walkways line both banks and are often frequented by Jar Carriers. Be careful when navigating this area, especially if you're being chased. If you fall into the river, you're dead. Limit your Free-stepping here and, if necessary, lead your pursuers south where you have more opportunities to take cover in the narrow alleyways and on rooftops.



Using the boats and vertical posts, it's possible to Free-step down the river. However, one misstep and you're all wet! A Flag awaits in one of the boats.



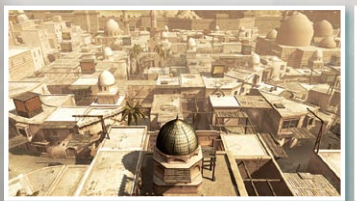
In the alley on the northern side of the Mosque, Free-step east to navigate the series of horizontal beams and quickly reach rooftop level.

Area 03 \ Southwestern Alleyways and the Bureau

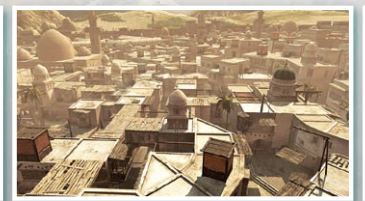


Traffic: Light
Security: Light
Controlling Faction: Saracens
View Points: 1
Investigations: 2
Save Citizens: 3

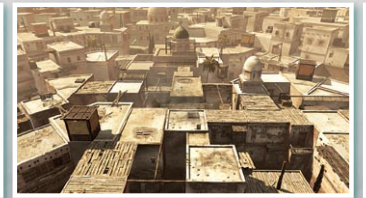
The southwestern part of the Poor District brushes up against the main road leading into the Rich District, just south of the Assassin's Bureau. The majority of this area is a maze of interconnecting alleyways, courtyards (with stages for orators to bellow their commentary), and various spires to climb. The alleys provide ample cover for Guards to rough up citizens, and you're usually better off prowling the rooftops to quickly reach other zones.



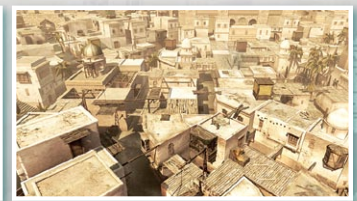
Area 03 looking north



Area 03 looking east



Area 03 looking south



Area 03 looking west

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Key Landmarks

Courtyard and Stage



Map Sector: K5

Assassin's Bureau



Map Sector: K7

View Points

03 \ Minaret



Map Sector: K5

Memory Block 2 Data \ Investigations

Memory Strand 02 \ Eavesdropping



Map Sector: J4

Memory Strand 03 \ Interrogation



Map Sector: K5

Save Citizen Investigations

Save Woman



Map Sector: J5

Initial Guards: 3
Additional Guards: 1
Vigilantes Summoned: 4

Save Woman



Map Sector: L5

Initial Guards: 4
Additional Guards: 0
Vigilantes Summoned: 4

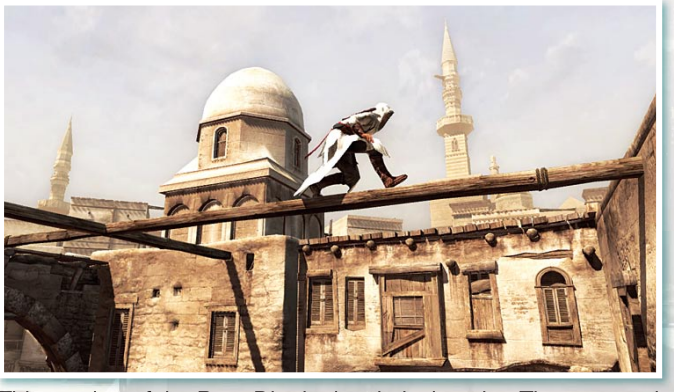
Save Woman



Map Sector: L6

Initial Guards: 3
Additional Guards: 0
Vigilantes Summoned: 4

Area 03 \ Maneuvering Advice



This section of the Poor District is relatively quiet. The cramped thoroughfares make for closely packed rooftops, and even where there are large gaps, there are usually beams you can use to cross. The rooftops, however, are fairly open with long sight lines, offering few opportunities to duck away from your pursuers. For this reason, you may have an easier time shaking Guards using the street-level alleyways and Benches. If you've saved the women here, escaping is even easier as the high concentration of Vigilantes will aid your escape.

Look for the dome structure and rooftop insignia to spot the Bureau. It can only be entered from the rooftop, but if you're being chased the rooftop entrance will remain closed until your pursuers stop their search.





A series of horizontal beams sticking out of this western wall (near the Rich District) allows you to Free-step north and south, covering a significant distance in a short span of time. Any pursuers will be hard pressed to follow in your footsteps.

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Area 04 \ Pasha Mosque and Formal Gardens



Traffic: Moderate

Security: Light

Controlling Faction: Saracens

View Points: 3

Investigations: 1

Save Citizens: 0

This south-central zone features wider east-west thoroughfares connecting the different areas, plus the continuation of the main north-south road from the entrance gate toward the Middle District. But by far the most impressive feature of this area is the Pasha Mosque, resplendent with its four domes and ornate minaret. Be sure you learn the pathways in this area in preparation for an assault on the Souk in Area 06, when you engage the Assassination Target. For now, acclimate yourself to the heady mixture of market stalls and startling architecture.



Area 04 looking north



Area 04 looking east



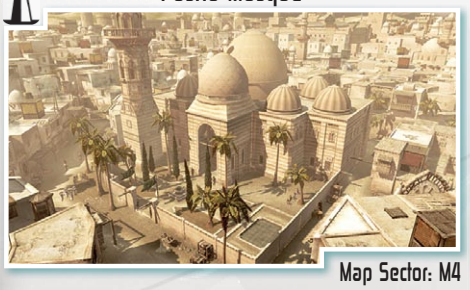
Area 04 looking south



Area 04 looking west

Key Landmarks

Pasha Mosque



Map Sector: M4

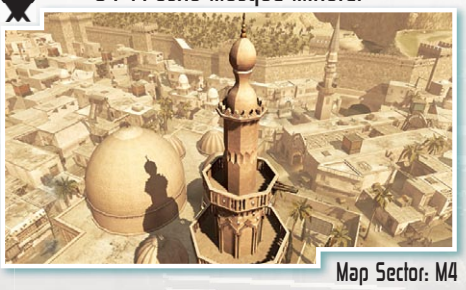
Market Courtyard



Map Sector: N6

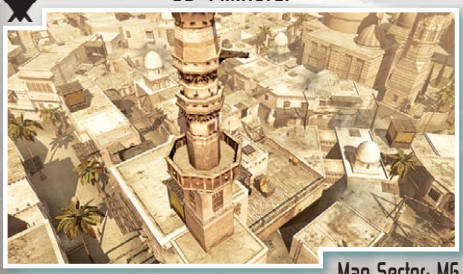
View Points

04 \ Pasha Mosque Minaret



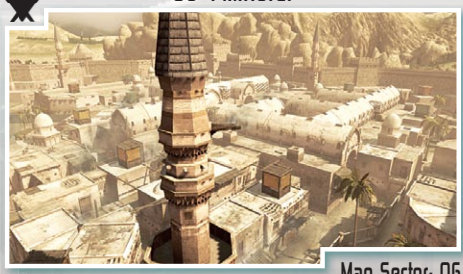
Map Sector: M4

05 \ Minaret



Map Sector: M6

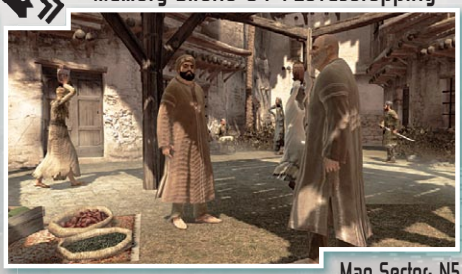
06 \ Minaret



Map Sector: O6

Memory Block 2 Data \ Investigations

Memory Strand 04 \ Eavesdropping



Map Sector: N5

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Area 04 \ Maneuvering Advice



The Pasha Mosque is the key focal point, with its massive dome and accompanying minaret tower above the surrounding structures, making the Mosque easy to see no matter where you are in the city. Use it to orient yourself when moving along the rooftops. The gardens on the east side of the Mosque are open to the public and can be accessed via the eastern gate. Be on your best behavior—four Guards are posted here, two by the gate and two at the Mosque's door.



If you're being chased through the streets near the Mosque, try scaling the northern or southern walls to access the gardens. If you have enough of a lead, the wall will break your pursuers' line of sight, allowing you to sit down on one of the various Benches in the garden to end the chase.



Free-step west along the street on the northern side of the Mosque, and use these horizontal beams to reach the wooden overhang on the northern building. From there it's just a short climb onto the rooftop.



A courtyard is located southeast of the Mosque (between the two southern View Points) where vendors have set up stalls and tables to sell their wares. This is the site of an Eavesdropping Investigation. Located just south of the Souk, this area is often crowded and can be difficult to maneuver if you're in a rush. Therefore, it's best to stick to the rooftops.

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Area 05 \ Southeast Alleys and Madrasah



Traffic: Light

Security: Light

Controlling Faction: Saracens

View Points: 2

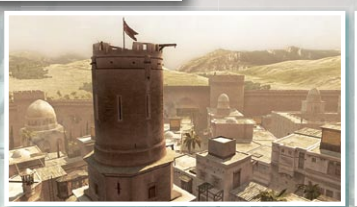
Investigations: 1

Save Citizens: 2

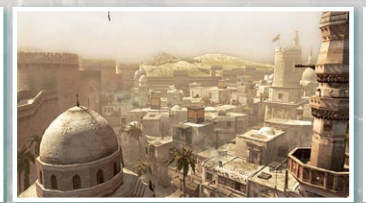
As most merchants are peddling their wares inside and around the main Souk in Area 06, this is more of a transitional zone. There are a couple of larger buildings surrounded by alleyways and the multilevel housing. A Madrasah has orators outside the doors. Many merchants go here to gossip without fear of being overheard by Tamir's Guards. An exit out of the city, back to the Kingdom, is also available if you wish to depart prior to finishing your Investigations.



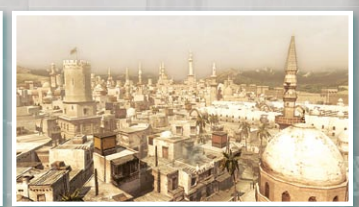
Area 05 looking north



Area 05 looking east



Area 05 looking south



Area 05 looking west

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Key Landmarks

Madrasah



Map Sector: R5

Eastern Gate



Map Sector: S6

View Points

07 \ Guard Tower



Map Sector: Q6

08 \ Minaret



Map Sector: Q5

Memory Block 2 Data \ Investigations

Memory Strand 05 \ Eavesdropping



Map Sector: R5

Save Citizen Investigations

Save Woman



Map Sector: O6

Initial Guards: 3
Additional Guards: 1
Vigilantes Summoned: 3

Save Woman

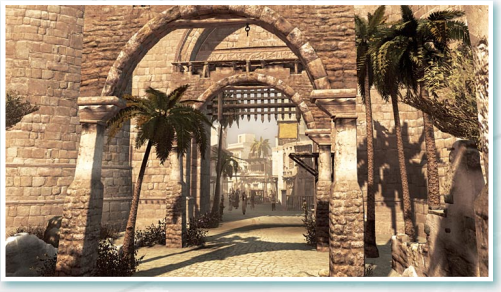


Map Sector: R6

Initial Guards: 3
Additional Guards: 4
Vigilantes Summoned: 6

Area 05 \ Maneuvering Advice

South of the Madrasah is the city's eastern gate. Exiting here will automatically take you to the Kingdom. If you wish to explore the city's outskirts, use the city's main gate in Area 01 instead.





Due to the length of the alleyways in this area, it can be difficult to break your pursuer's line of sight. Instead of looking for an available Bench, take to the rooftops and rely on Roof Gardens to end the chase.

Lying at the center of the area is a large tower which serves as one of the District's View Points. Unlike the other towers in the District, this one is occupied by a lone Archer—remember this before you reach the top. **The Archer can be thrown off the side; aim for the broken rim to the west and he'll tumble over.**



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Area 06 \ Souk Market and Gathering Courtyard

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Traffic: Heavy

Security: Light

Controlling Faction: Saracens

View Points: 1

Investigations: 2

Save Citizens: 4

The most dominating feature of this District is the large, covered market known as a Souk. A ceremonial courtyard exists at the northeastern exit, near the perimeter wall, and has good access to all nearby areas. It is the Souk itself, with its rooftop Guards, roof entrance, and your ability to Free-step across the interior rafters, that should entertain you during your explorations. Just be sure you work out the optimal path back to the Assassin's Bureau, as this courtyard is where Tamir must be dispatched.





Area 06 looking north



Area 06 looking east



Area 06 looking south



Area 06 looking west

Key Landmarks

Souk



Map Sector: P4

Gathering Courtyard



Map Sector: Q3

View Points

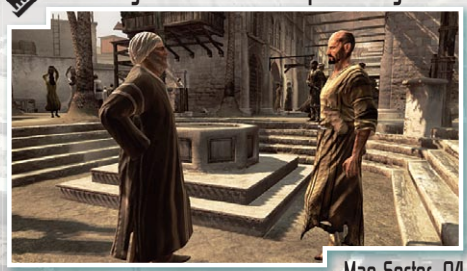
09 \ Minaret



Map Sector: P3

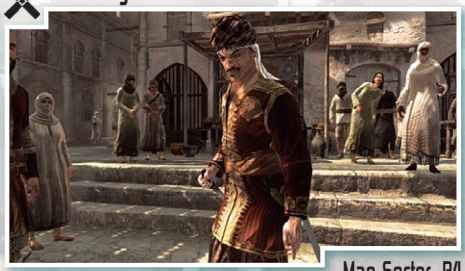
Memory Block 2 Data \ Investigations

Memory Strand 06 \ Pickpocketing



Map Sector: Q4

Memory Strand 08 \ Assassination \ Tamir



Map Sector: P4

Save Citizen Investigations

Save Woman



Map Sector: P5

Initial Guards: 4

Additional Guards: 2

Vigilantes Summoned: 5

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Save Citizen Investigations (continued)

Save Woman



Map Sector: N4

Initial Guards: 4 Vigilantes Summoned: 6
Additional Guards: 0

Save Woman



Map Sector: Q3

Initial Guards: 4 Vigilantes Summoned: 5
Additional Guards: 0

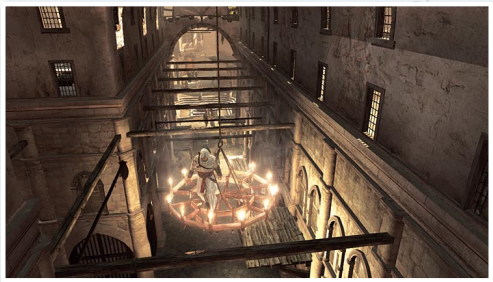
Save Woman



Map Sector: O3

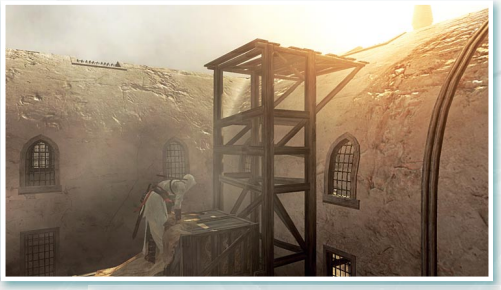
Initial Guards: 3 Vigilantes Summoned: 4
Additional Guards: 0

Area 06 \ Maneuvering Advice



The Souk is the Poor District's major commercial zone and the dominant feature of this area. The market consists of several passages covered with stone-arched rooftops—a feature unique to this District. Each passage is lined with a variety of merchants. As with any commercial area, several Guards are posted throughout the corridors. To avoid the crowds and Guards, Free-step across the horizontal beams and candelabras above.

You can't scale the arched rooftops of the Souk. Instead, look for scaffolding along the sides to reach the peak of each rooftop section. Stay in the center of the roofs to avoid sliding off the sides.



In the center of the Souk is an open-air courtyard with a fountain and latticework shade structure. This courtyard is the site of the District's Assassination Target. Expect to encounter large crowds in this area, including Beggars. A second courtyard is located to the northeast, near the city wall. A Pickpocket Investigation occurs there.

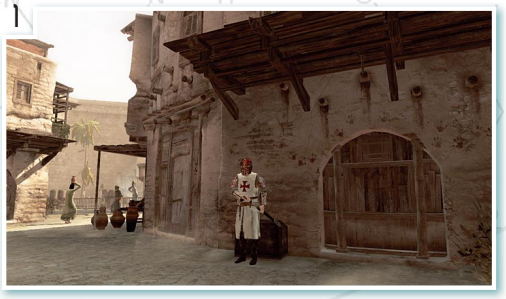




Complete all Save Citizen Investigations in this area before attempting to Assassinate Tamir. The Vigilantes summoned by saving the four women are a huge help when making your escape.

Additional Memories \ Templars

1



This Crusader stands guard with his back to the wall, beneath a low awning. Approach from the alley and he recognizes you right away. Instead, climb to the roof and Drop onto the awning above him. Drop off the northern end and you'll be standing right next to him. He won't notice you, so you're free to dispatch him any way you choose.

2



Approach this Templar from the south and you'll be able to run in and perform a High Profile assassination.

3



Approach this Templar from the southwest. Hug the northern wall of the alley and he won't notice you, even when you're standing right next to him.

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Additional Memories \ Saracen Flags (33)



Note All Saracen Flags in the Poor District are collectible by Memory Block 2.



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Flag Checklist

✔	Flag #	Description
❑	1	In a boat floating in the canal
❑	2	On a beam jutting out from the high city wall
❑	3	On a boat where the canal enters the city
❑	4	On top of a small, second-story gazebo, south of the road as you enter Damascus
❑	5	On the roof of the domed Mosque
❑	6	On the ground in a small alley
❑	7	At the top of a small flight of stairs
❑	8	On the elevated walkway that connects buildings on either side of the canal
❑	9	On the roof of the narrow merchants' alley
❑	10	In a small garden courtyard just east of the road
❑	11	On the roof
❑	12	On the second story
❑	13	On the ground in the center of a small alleyway
❑	14	On the ground, but concealed on all sides by a high wall
❑	15	On the ground in a small alley
❑	16	On the second story, against the curved roof of the adjacent corridor

✔	Flag #	Description
❑	17	In the rafters of the roofed corridor
❑	18	On a second-floor walkway, above a Bench
❑	19	Scale the tall pole
❑	20	On the ground
❑	21	On the roof
❑	22	On the roof above the covered market square
❑	23	At eye level just east and a bit south of the Assassin's Bureau
❑	24	In plain view within a small, shaded alcove, just south of the alley
❑	25	On a wooden awning; traverse an elevated beam to reach it
❑	26	In a small alleyway just north of the stairs on the main thoroughfare
❑	27	In plain sight on a short wall that divides a stairwell
❑	28	On an elevated path that runs adjacent to the main road
❑	29	Scale the walls of the Mosque to reach the Flag that sits on its roof
❑	30	Above the alley on a small, wooden awning
❑	31	On the first-floor roof between two two-story buildings
❑	32	On the ground
❑	33	Just above the stairs

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Place of Interest 04 \ Damascus \ Middle District

Overview \ The Middle District



The southeastern part of Damascus is visited last. It features many places of learning. That is, until the arrival of The Illuminated, who seek to burn all books, deeming them heretical. The District is marked by a number of Mosques and a gate in the southwest that allows for quick escape to the Kingdom. The central feature in this area is Jubair Al Hakim's Madrasah, a large academy where knowledge is quashed. The city's east side is tight to navigate, but features a large Mosque and a Hospital in the far southeastern corner. Citizens mingle with Scholars, while an increased Guard presences keeps you on your toes.

Area 01 \ Southern Gate and Mosque



Traffic: Light

Security: Moderate

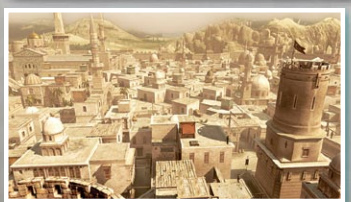
Controlling Faction: Saracens

View Points: 2

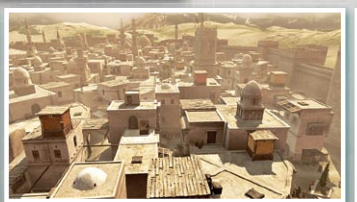
Investigations: 2

Save Citizens: 4

It is a light jaunt from the Assassin's Bureau, across the east-west road that leads to the Rich District, to this western portion of the District. Two large structures dominate the skyline: a Mosque and surrounding courtyard, and a large Guard Tower that provides excellent views of the entire District. Be sure to check out the large courtyard near the exit gate, too.



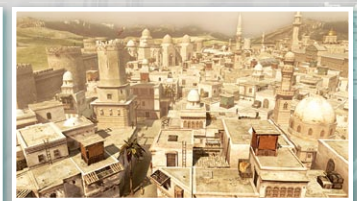
Area 01 looking north



Area 01 looking east



Area 01 looking south



Area 01 looking west

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Key Landmarks

Southern Gate



Map Sector: I10

Mosque



Map Sector: K8

View Points

01 \ Minaret



Map Sector: K8

Memory Block 5 Data \ Investigations

02 \ Guard Tower



Map Sector: K9

Memory Strand 01 \ Pickpocket



Map Sector: J9

Memory Strand 05 \ Informer



Map Sector: J10

Targets: 3
Time Limit: 3 Minutes

Save Citizen Investigations

Save Woman



Map Sector: K8

Initial Guards: 3
Additional Guards: 3
Vigilantes Summoned: 4

Save Woman



Map Sector: L7

Initial Guards: 4
Additional Guards: 3
Vigilantes Summoned: 4

Save Woman



Map Sector: K10

Initial Guards: 4
Additional Guards: 1
Vigilantes Summoned: 4

Save Woman



Map Sector: I9

Initial Guards: 5
Additional Guards: 5
Vigilantes Summoned: 6

Area 01 \ Maneuvering Advice



The Mosque and southern gate are the two major landmarks; the rest of the area is comprised of narrow streets and residential tenements. Due to the Archers on the rooftops, stay at street level. The streets are even more welcoming once all the Vigilantes in the area have been summoned. No matter how much heat you've generated, this is a good place to lose your pursuers. Just steer clear of the Mosque and gate to avoid picking up new tails.

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There are several enclosed courtyards in this District. These can be useful hiding spots if you're being chased. Either duck inside from the street or Drop through the roof before taking a seat on the Bench. Later on, these courtyards play a crucial role in your Target Investigation.



The Guard Tower (map sector K9) and surrounding rooftops are watched by Archers. Clear the rooftops before scaling the tower. The tower itself is guarded by two Archers, so be ready for action when you reach the top.

Area 02 \ Jubair's Madrasah

Traffic: Moderate

Security: Heavy

Controlling Faction: Saracens

View Points: 2

Investigations: 3

Save Citizens: 2

Judge where you are compared to Jubair's Madrasah, the largest structure in the District. This area, and the steps and formal grounds to the east, are in stark contrast to the close and looming alleyways to the south and the lower alleyways and smaller courtyards to the north, on the edge of the Poor District. This area also has a number of exterior garden locations, where smoldering piles of literature can be seen.





Area 02 looking north



Area 02 looking east



Area 02 looking south



Area 02 looking west

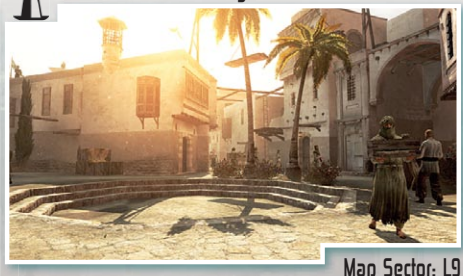
Key Landmarks

Jubair's Madrasah (Academy)



Map Sector: N8

Courtyard



Map Sector: L9

Reflecting Pool and Market



Map Sector: M7

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View Points

03 \ Minaret



Map Sector: M10

04 \ Minaret



Map Sector: M8

Memory Block 5 Data \ Investigations

Memory Strand 03 \ Interrogation



Map Sector: N8

Memory Strand 04 \ Informer



Map Sector: M7

Memory Strand 08 \ Assassination \ Jubair Al Hakim

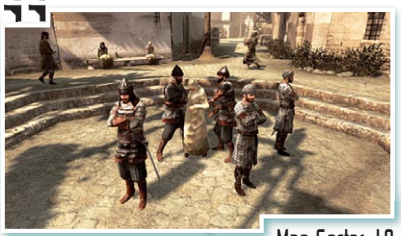


Map Sector: M8

Targets: 5
Time Limit: 5 Minutes

Save Citizen Investigations

Save Woman



Map Sector: L9

Initial Guards: 5
Additional Guards: 3
Vigilantes Summoned: 4

Area 02 \ Maneuvering Advice



Most traffic here is centered around Jubair's Madrasah. This is also where security is the tightest, with Guards posted at the Madrasah's entrances, Archers on the rooftops, and Saracen patrols pacing the grounds. When you aren't conducting Investigations, keep your distance. The streets and alleys to the south are much less congested.

Save Woman



Map Sector: N9

Initial Guards: 3
Additional Guards: 0
Vigilantes Summoned: 5



If you need Throwing Knives, head to Jubair's Madrasah. Several Courageous Citizens patrol the streets and alleys around this building.



The courtyard at map sector L9 is a high-traffic hub frequented by citizens and Guards. If you choose to save the woman here, be prepared for a big fight as reinforcements trickle in from the side streets and alleyways.

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Area 03 \ Main Mosque and Hospital



Traffic: Moderate

Security: Heavy

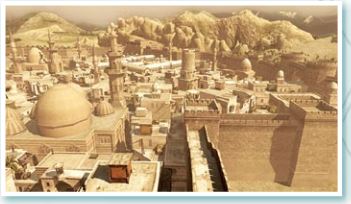
Controlling Faction: Saracens

View Points: 3

Investigations: 2

Save Citizens: 2

With a similar look to the Pasha Mosque of the Poor District (Area 04), this Mosque has gardens to prowl and a number of tight corners to navigate in the surrounding alleyways. One of the exterior courtyards is attached to a building where Jubair's wife lives. Otherwise, expect a number of narrow alleys, many Archers patrolling the rooftops, and a small Hospital bustling with the poor. Exercise patience when dealing with citizens in this area, as the Guard Patrols are already Suspicious.



Area 03 looking north



Area 03 looking east



Area 03 looking south



Area 03 looking west

Key Landmarks

Main Mosque



Map Sector: O8

Jubair's Wife's Courtyard



Map Sector: P9

Hospital



Map Sector: R7

View Points

05 \ Minaret



Map Sector: O9

06 \ Main Mosque's Minaret



Map Sector: P8

07 \ Hospital Tower



Map Sector: R8

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Memory Block 5 Data \ Investigations

Memory Strand 02 \ Eavesdropping



Map Sector: R8

Memory Strand 06 \ Pickpocket



Map Sector: 08

Save Citizen Investigations

Save Woman



Map Sector: 010

Initial Guards: 5
Additional Guards: 0
Vigilantes Summoned: 4

Save Woman



Map Sector: P9

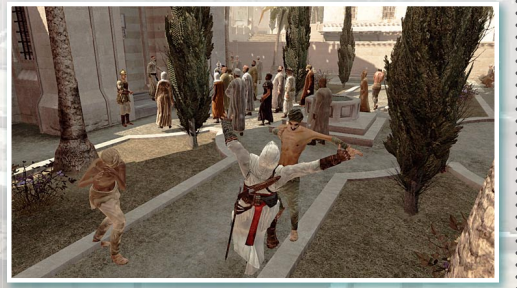
Initial Guards: 5
Additional Guards: 0
Vigilantes Summoned: 5

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Area 03 \ Maneuvering Advice



The street running along the city's southern wall is a good route; particularly if you seek to avoid the congestion of citizens and Guards around the main Mosque to the north. This is also a good place to lose pursuers, assuming you've saved the women along this road and they've summoned Vigilantes. This same street runs through the other areas, too, from the Hospital to the southern gate.



Watch yourself in the main Mosque's northern gardens. The Trouble Makers here will push you around, possibly knocking you into other citizens or Guards.

The Hospital courtyard is filled with Beggars. Brush past them gently to avoid alerting the Guards.



Additional Memories \ Templars

1



Approach this Templar from the east end of the alley to exploit his blind side. This is an easy assassination.

2



This Templar stands on the roof and several Guards patrol nearby. If you're quick, you can dispatch the Templar without the Guards noticing. Climb to the wooden roof of the building that is directly west of the Templar. When the Guard on the southern rooftop turns his back, quickly cross the support beam to the building behind the Templar. Drop down to the Templar's left and he won't notice you. Assassinate him and exit.

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3



If you cross in front of the entrance to the courtyard where the Templar stands, you'll be noticed. Instead, climb onto the wooden awning that hangs to the north of the Templar, hug the wall, and Drop down just behind his left shoulder.

Additional Memories \ Saracen Flags (34)



Note All Saracen Flags in the Middle District are collectible by Memory Block 5.



Flag Checklist

✔	Flag #	Description
❑	1	In a small atrium north of the path
❑	2	Ascend the long ladder to the roof and then climb down the smaller ladder to the northeast
❑	3	Atop a hanging platform
❑	4	In a small alcove south of the main path
❑	5	On the roof of the one-story section of the building
❑	6	On an awning, high upon the outer wall of the Mosque
❑	7	On a one-story roof, well concealed on three sides by higher walls
❑	8	On ground level and out in the open
❑	9	On the floor of a two-story walkway
❑	10	On support beams that crisscross the roof
❑	11	High atop an awning, across from the outer wall; scale the inside of the western wall
❑	12	On the roof, obscured by a pile of crates
❑	13	In an atrium located east of the road
❑	14	On the cobblestones, obscured by a tall wall
❑	15	On the first floor of the cloister in the southwest corner of the Mosque
❑	16	On the roof of the three-story building
❑	17	On the roof, in the center of four domes
❑	18	Within a small, walled courtyard on the ground level
❑	19	Just inside the outer wall, on the roof of a two-story building
❑	20	On a wood Balcony on the west side of the building, climb the ladders to the roof and then Drop down
❑	21	In a small atrium
❑	22	On the rooftop
❑	23	On the landing above several stairs that sit on the main road
❑	24	Scale the wooden scaffolding to reach this Flag
❑	25	On the roof, atop a small shed
❑	26	In a small courtyard just off the main road
❑	27	On the first-floor roof in the northeast corner of the building
❑	28	On the roof of a two-story building
❑	29	Atop an ornamental tower that adorns a large entry arch
❑	30	In a small, ground-level atrium
❑	31	On the roof, in the shadow of a pile of boxes
❑	32	On the ground near a short wall that divides the alley
❑	33	On the roof of a small building that sits against the high outer wall
❑	34	Against the inner wall, atop a small stairwell

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Place of Interest 05 \ Damascus \ Rich District

Overview \ The Rich District

Almost half the city in size, the Rich District features many of the landmarks that have caused so many to flock to Damascus. The increased Guard presence more than hampers your chances of remaining undetected for long, especially on the rooftops. The further north and west you are from the Bureau, the more Guards you encounter. The partially rebuilt Citadel of Saladin is a key fortification that requires careful planning to infiltrate. The same can be said for the Souk, Omayyad Mosque, Palace, and the continuation of the river that cuts this District in two.



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Area 01 \ Merchant King's Palace Grounds

Traffic: Light

Security: Moderate

Controlling Faction: Saracens

View Points: 1

Investigations: 2

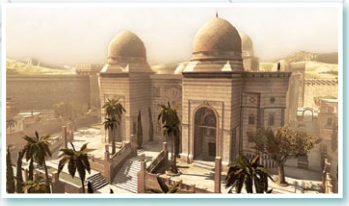
Save Citizens: 3

Abu'l Nuqoud may be a merchant, but he lives like a king in the southern part of this District. You can follow the main thoroughfare from the Bureau to get here, or stay on the rooftops and slay Guards with Throwing Knives. The Palace itself requires you to scale a fence, but the interior is only lightly guarded when the Merchant King isn't holding one of his lavish (and not to mention insidious) parties. The grandeur of the Palace contrasts with the narrow alleys linking this area to the northern Souk.




Area 01 looking north


Area 01 looking east


Area 01 looking south


Area 01 looking west

Key Landmarks

Merchant King's Palace


Map Sector: G9

Western Stage


Map Sector: G8

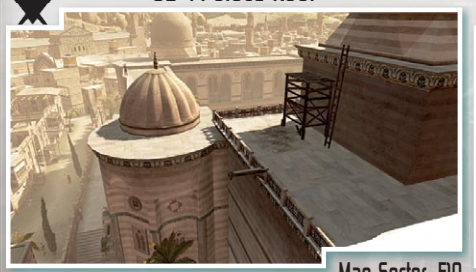
Eastern Stage


Map Sector: H9

Memory Block 4 Data \ Investigations

View Points

02 \ Palace Roof


Map Sector: E10

Memory Strand 04 \ Informer


Map Sector: H8

Memory Strand 08 \ Assassination \ Abu'l Nuqoud


Map Sector: F9

Targets: 2

Time Limit: 3 Minutes

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Save Citizen Investigations

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Save Woman



Map Sector: E9

Initial Guards: 4
Additional Guards: 0
Vigilantes Summoned: 4

Save Woman



Map Sector: F7

Initial Guards: 4
Additional Guards: 0
Vigilantes Summoned: 4

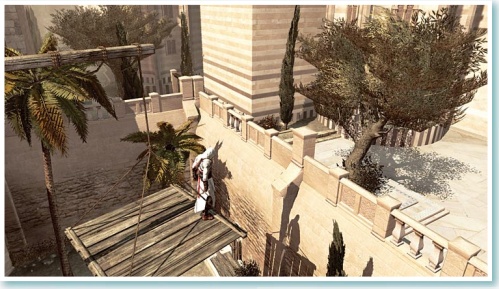
Save Scholar



Map Sector: G7

Initial Guards: 5
Additional Guards: 0
Scholars Summoned: 4

Area 01 \ Maneuvering Advice

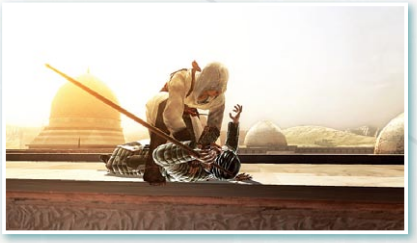


The Merchant King's Palace is the dominant feature of this area. Despite its grandeur, this area is relatively quiet with only sparse foot traffic on the street running in front of the Palace. The Palace itself is always heavily guarded, but there are multiple ways to gain entry. Suspended wooden platforms above the streets to the northeast and southwest are good ways to clear the tall perimeter wall, but you may have to evade or eliminate the Archers on the nearby rooftops.

A Templar is located in the dead-end alley on the eastern side of the Palace. He's facing northwest, looking at the Palace. Blindside him from the north for an easy assassination.



The Archers on the Palace roof are spaced far apart from one another. This makes it relatively easy to eliminate them one at a time. Study their patrols and use the towers to hide if necessary.



Area 02 \ Sarouja Souk Market Quarter



Traffic: Moderate
Security: Moderate
Controlling Faction: Saracens
View Points: 3
Investigations: 1
Save Citizens: 2

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Area 02 looking north


Area 02 looking east


Area 02 looking south


Area 02 looking west

Sarouja Souk is the largest indoor market in the Holy Land. It is split into two separate structures that run from east to west. Enter the Souk via the main east-west road that links the north-south thoroughfare in the Poor District, passing through the arched gate so you know you're in the Rich District. The rooftops of the Souk have Guards patrolling, so beware. To the west is a gate allowing access back into the Kingdom, and the northwest section has alleys, rooftops of varying heights, and a dangerous river. Jump the river to and from Area 05 with extreme care.

Key Landmarks

Western Souk


Map Sectors: D8–F7

Eastern Souk


Map Sectors: G7–H7

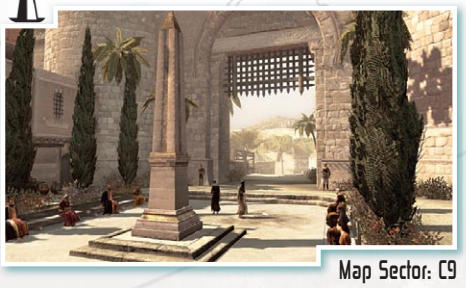
River


Map Sectors: B7–E5

Madrasah

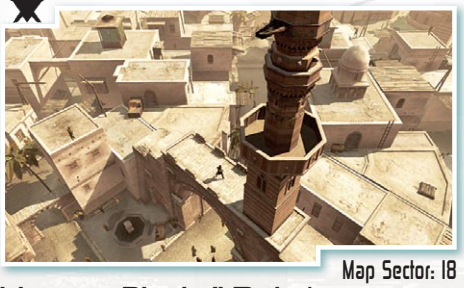

Map Sector: C7

Southwestern Gate

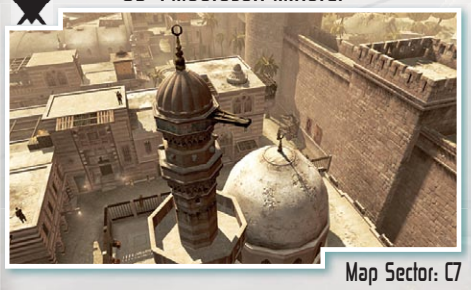

Map Sector: C9

View Points

01 \ Minaret


Map Sector: I8

09 \ Madrasah Minaret

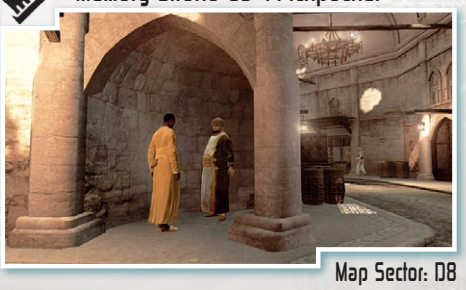

Map Sector: C7

10 \ Guard Tower


Map Sector: E7

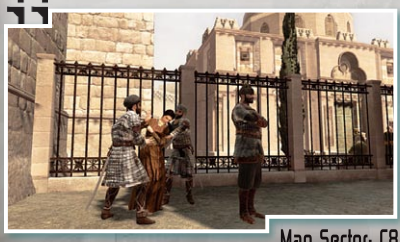
Memory Block 4 Data \ Investigations

Memory Strand 03 \ Pickpocket


Map Sector: D8

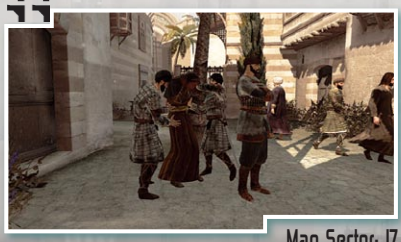
Save Citizen Investigations

Save Woman


Map Sector: C8

Initial Guards: 3
Additional Guards: 2
Vigilantes Summoned: 4

Save Woman

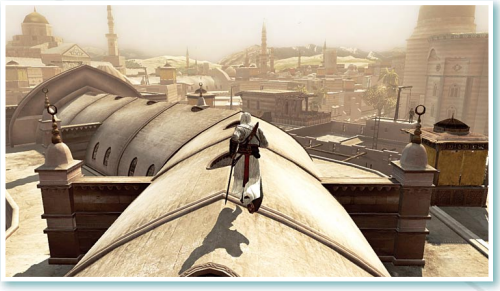

Map Sector: I7

Initial Guards: 3
Additional Guards: 4
Vigilantes Summoned: 4

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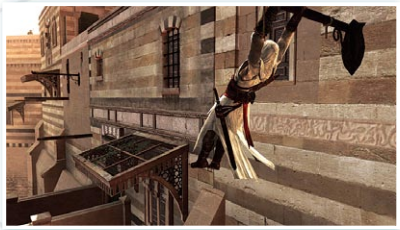
Area 02 \ Maneuvering Advice



The two massive Souks are filled with Beggars, merchants, Guards, and citizens carrying crates and jars. This can be difficult to maneuver in, especially if you're in a hurry. Since the area is relatively light on Archers, consider moving along the Souk rooftops. These arched rooftops are the quickest way to move around the southern side of the District. There are a handful of Archers on the surrounding rooftops, but as long as you keep your distance, they won't bother you.



As in the Poor District, you can Free-step along the wooden beams suspended above the Souks in this area; a good way to avoid the Guards and Beggars below. This is still less efficient than using the Souk rooftops, though.



There is no walkway along the eastern side of the river. Instead, Free-step along the beams and awnings lining the buildings, especially if you're being chased. Any pursuers will have a difficult time following, and some may even fall into the river below.

Area 03 \ Omayyad Mosque and Grand Courtyard



Traffic: Heavy

Security: Moderate

Controlling Faction: Saracens

View Points: 3

Investigations: 1

Save Citizens: 1

Dominating the District and the Damascus skyline itself is the gigantic Omayyad Mosque. The building features a spectacular gold dome and three minaret spires, the tallest of which is the highest point in the city. Access the roof via an arch at the northeastern corner, Leap to handholds along the southern edge, or enter the Mosque from the east and climb an interior column. Just north of the Mosque is a large courtyard filled with shouts, hustle, and bustle.



Area 03 looking north



Area 03 looking east



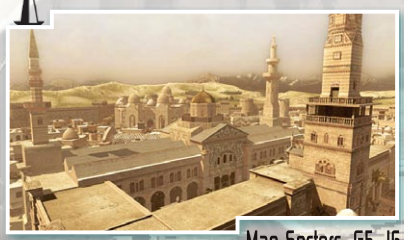
Area 03 looking south



Area 03 looking west

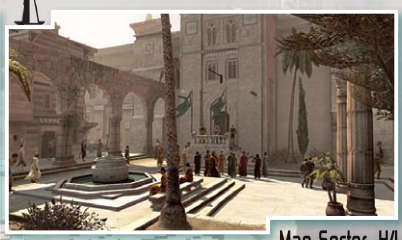
Key Landmarks

Omayyad Mosque



Map Sectors: G5–I6

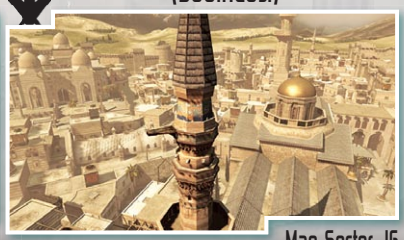
Courtyard



Map Sector: H4

View Points

03 \ Omayyad Mosque Minaret (Southeast)



Map Sector: I6

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04 \ Omayyad Mosque Minaret (Southwest)



Map Sector: G6

05 \ Omayyad Mosque Minaret (North)



Map Sector: H5

Memory Block 4 Data \ Investigations

Memory Strand 02 \ Eavesdropping



Map Sector: H4

Save Citizen Investigations

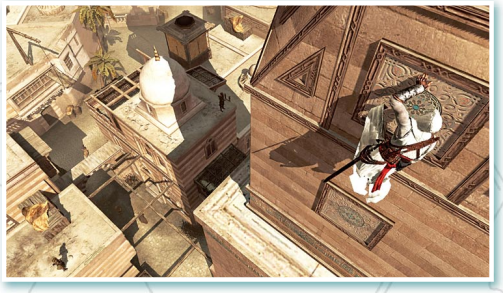
Save Woman



Map Sector: F5

Initial Guards: 4
Additional Guards: 1
Vigilantes Summoned: 5

Area 03 \ Maneuvering Advice



Three of the District's View Points are located here at the Omayyad Mosque in the form of three massive minarets, two on the south side and one on the north. Approach the Mosque from the south, Leaping across one of the neighboring rooftops to start your ascent. Reach the rooftop first, then attack each tower one at a time. Use the towers themselves to mask your movements from the Archers on nearby rooftops. But don't get too paranoid—once you've climbed above their eye level, they won't notice you.



In the alley on the eastern side of the Mosque, Free-step north and use the horizontal beams to travel above the alleyway. By the time you reach the intersection to the north, you can Jump over to a rooftop. This is a quick way to move from the streets to the rooftops.

A volatile mix of Trouble Makers and Jar Carriers are located in the courtyard north of the Mosque. Keep your distance from the Trouble Makers to avoid getting shoved into the Jar Carriers.



Area 04 \ River and Merchant Quarter



Traffic: Moderate

Security: Light

Controlling Faction: Saracens

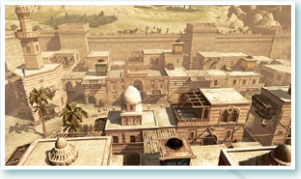
View Points: 1

Investigations: 1

Save Citizens: 1

An area not often traversed (except to reach a more impressive destination), the main interest here is the river, which continues from the eastern Poor District and is forced to the southwest via a canal. Throwing Guards over the side into the water is an excellent plan, but take care with your Free-stepping so you don't end up there yourself. There are a number of very narrow corridors in buildings to the north, and some contain small interior courtyards with Benches; an excellent way to lose pursuers.

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Area 04 looking north


Area 04 looking east


Area 04 looking south


Area 04 looking west

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Key Landmarks

River

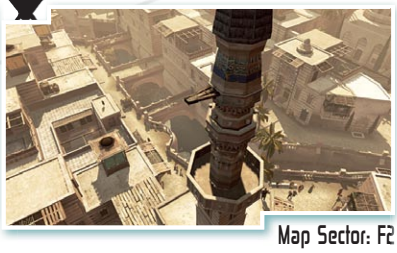

Map Sectors: F5–I2

Riverfront Market


Map Sectors: F3–H2

View Points

06 \ Minaret


Map Sector: F2

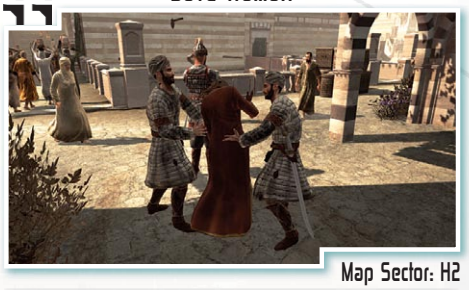
Memory Block 4 Data \ Investigations

Memory Strand 05 \ Eavesdropping


Map Sector: F3

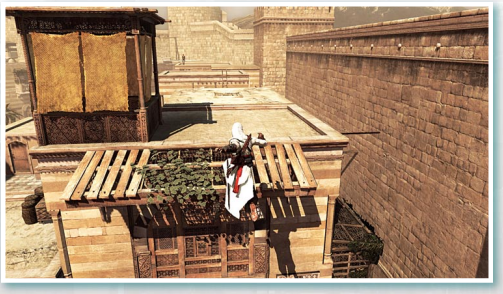
Save Citizen Investigations

Save Woman


Map Sector: H2

Initial Guards: 3
Additional Guards: 3
Vigilantes Summoned: 4

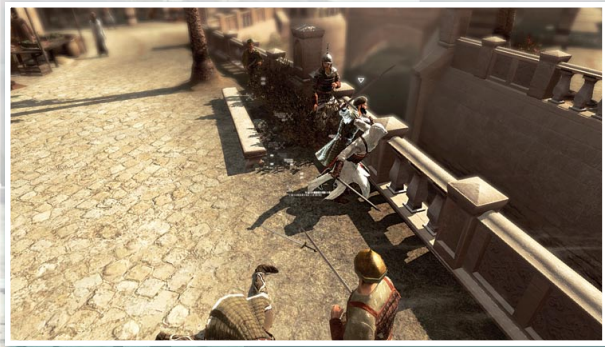
Area 04 \ Maneuvering Advice



The major streets in this area conform to the contour of the river. Traffic is heaviest on the northern bank where merchants have set up stalls. As a result, there are plenty of citizens carrying goods here, not to mention a few Trouble Makers in the side alleyways. A continuity of buildings and a lack of Archers make the rooftops a better alternative for traversing this area.

If you're being chased across rooftops, look for these Roof Gardens in the center of residential buildings (the one pictured is located at map sector G2). Drop down through the atrium and sit on the Bench to lose your pursuers.





The river is a fast way to dispose of your enemies. Instead of showing off your swordplay, simply Throw them over the railing and listen for a splash.

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Area 05 \ Salah al-Din's Citadel and Courtyard



Traffic: Moderate

Security: Heavy

Controlling Faction: Saracens

View Points: 2

Investigations: 2

Save Citizens: 3

Military installations dominate this area of town. If you're working your way up from Area 02 or across from Area 04, prepare for more rooftop Guards than you've encountered before, plus a heavy Guard presence at the Citadel itself. There are three ways to enter the Citadel, choose either the Guard Posts to the east and south or a crumbling wall on the south side. An interior keep can be explored once inside. The rest of the area houses a few minarets and courtyards, and routes to the river.



Area 05 looking north



Area 05 looking east



Area 05 looking south



Area 05 looking west

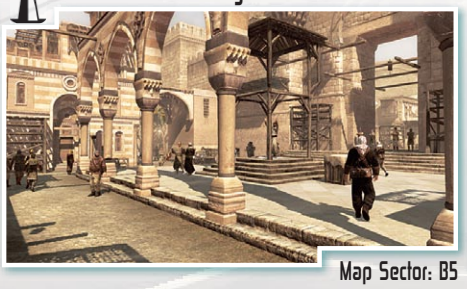
Key Landmarks

Citadel



Map Sectors: D4

Courtyard



Map Sector: B5

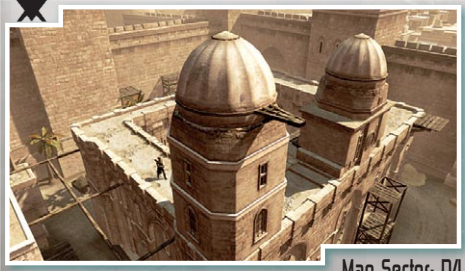
Northwestern Gate



Map Sector: E2

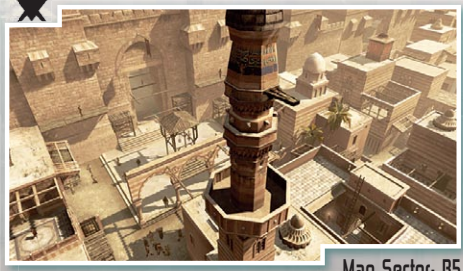
View Points

07 \ Citadel Tower



Map Sector: D4

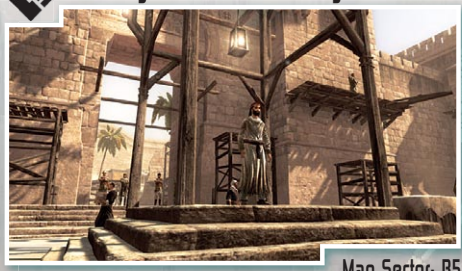
08 \ Minaret



Map Sector: B5

Memory Block 4 Data \ Investigations

Memory Strand 01 \ Interrogation

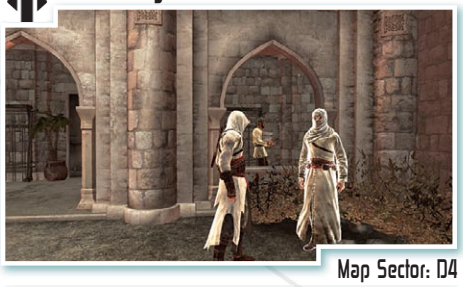


Map Sector: B5

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Save Citizen Investigations

Memory Strand 06 \ Informer



Map Sector: D4

Flags: 20 Time Limit: 3 Minutes

Save Scholar



Map Sector: F2

Initial Guards: 5 Scholars Summoned: 4
Additional Guards: 1

Save Scholar



Map Sector: B5

Initial Guards: 4 Scholars Summoned: 4
Additional Guards: 0

Save Woman



Map Sector: D6

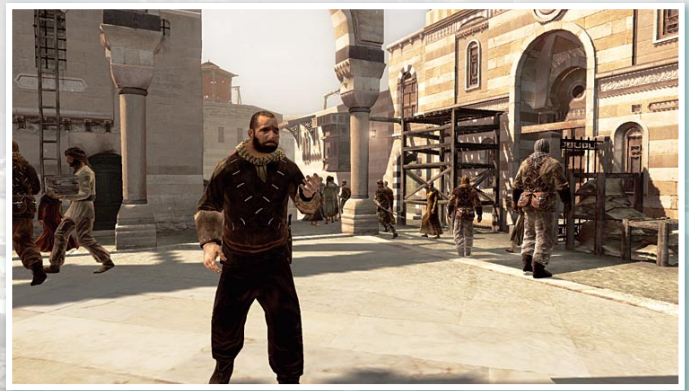
Initial Guards: 4 Vigilantes Summoned: 4
Additional Guards: 4

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Area 05 \ Maneuvering Advice



The combination of Salah al-Din's Citadel and the northwest gate make this the highest security area in the city. Expect to encounter Guard Posts, Guard Patrols, and plenty of rooftop Archers. It's best to utilize the summoned Scholars to gain entry onto the Citadel grounds, but it's not the only way. The Guard Posts at the southern and western entrances can be bypassed by moving across the wooden beams above the Guards' heads.



A large concentration of Courageous Citizens can be found in the courtyard at map sector B5.

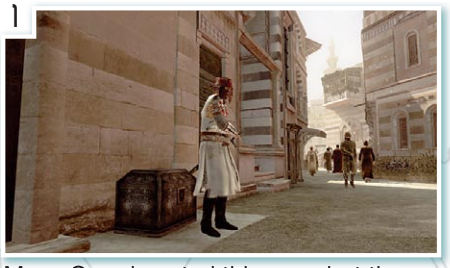


The alleys in map sector D5 are frequented by Trouble Makers. Feel free to Tackle or Throw them out of your way. There are no Guards or other citizens in these alleys, so you don't have to worry.

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Additional Memories \ Templars

1



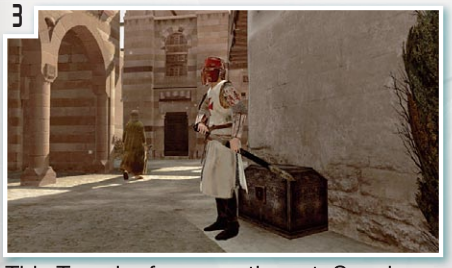
Many Guards patrol this area, but the Templar will pose no problem if you stay close to the wall and approach him from the south.

2



You won't be able to avoid a confrontation here. If you prefer to fight a Guard, climb to the roof north of the Templar. Most likely, the rooftop Guard will see you. Throw him off the building and then descend the long ladder that leads to the atrium where the Templar stands. Turn and finish the Templar quickly and quietly. Or, simply confront the Templar by walking through the atrium entrance.

3



This Templar faces northwest. Sneak up from the east and he'll never notice your approach.

4



Make this Templar pay for his poor positioning by sneaking up on him from the north. If you hug the wall, he won't notice you until it's too late.

Additional Memories \ Saracen Flags (33)



Note All Saracen Flags in the Rich District are collectible by Memory Block 4.

Flag Checklist

✔	Flag #	Description
❑	1	On the ground floor in the northwest corner of the building
❑	2	High above the road on a hanging platform
❑	3	Out in the open, on the building rooftop
❑	4	Scale the northeast wall of this building to reach the Flag in the second-floor courtyard
❑	5	On an awning attached to the inside of the keep wall
❑	6	On the rafters above four Guards
❑	7	In a narrow alley
❑	8	On the rooftop
❑	9	On an awning over the canal
❑	10	Climb the side of this domed building to reach the Flag on the roof
❑	11	Atop the highest of three adjacent pillars
❑	12	In an alleyway between two flights of stairs
❑	13	In a small atrium just off the main path
❑	14	In a walled courtyard on the roof
❑	15	In a small atrium off the main path
❑	16	At the end of a small bridge, accessible on foot from the east side of the canal
❑	17	At street level near a carpet vendor's cart
❑	18	At the rear of the Mosque courtyard on the second arcade level
❑	19	Just in front of the golden dome of the Mosque, high above the street
❑	20	At the base of two palm trees
❑	21	Just above a doorway, on an elevated beam
❑	22	On the ground behind a tall palm tree
❑	23	On the pointed roof of the merchants' hall
❑	24	In a small courtyard
❑	25	In a third-floor, walled courtyard
❑	26	In the rafters above the merchants' hall
❑	27	In a small ground-floor alcove
❑	28	On the roof of a three-story structure
❑	29	On the ground, in a small alcove
❑	30	Scale the wall to reach the second-floor courtyard
❑	31	On an elevated platform (above standing water) in the Mosque courtyard
❑	32	Between two domes on the outer wall of the Mosque
❑	33	Within the atrium on a second-story balcony

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Acre

Overview \ The History of Acre

Acre is situated in northern Israel, at the edge of the Haifa Bay. The city was taken from Arab control by the Crusaders in 1104. It was of such strategic importance that it was turned into the Crusaders' main port. A period of violence intensified soon afterward, with Saladin taking the city back from the Crusaders in 1187. It was besieged again in 1189, during what is known as the Siege of Acre, and Richard the Lionheart captured the city in the year of your ancestor's memories: 1191. At the time of your adventure, the city's inhabitants are fending off disease, illness, and hunger brought about by constant warring, while the Crusaders strengthen their forces in preparation for a routing of Salah al-Din's army in the nearby Arsuf Plains.

You enter Acre at the following times during your adventure:

District	First Entrance	Assassination Target
Poor	Memory Block 3	Garnier de Naplouse
Middle	Memory Block 5	Sibrand
Rich	Memory Block 4	William of Montferrat

Notable Data \ Acre Gallery

Leader \ Richard the Lionheart



The King of England, and leader of the Christian troops. He can be seen in the Rich District.

Defense Forces \ Crusader Guards



They wear the Crusader regalia and will attack if your cover is blown.

Defense Forces \ Templars



Ten Knights Templar are located within the city (four in Poor, three in the Middle, and three in the Rich Districts) and will attack on sight.

Citizens \ Scholars



They wear white robes and allow you to Blend with them, useful for accessing high-security areas.

Citizens \ Vigilantes



Dressed in black leather, these men will distract and restrain Guards that are chasing you.

Assassins \ Informers



These cloaked figures offer critical information on your Target, but you must complete a Challenge for them before they'll talk.

Citizens \ Courageous Citizens



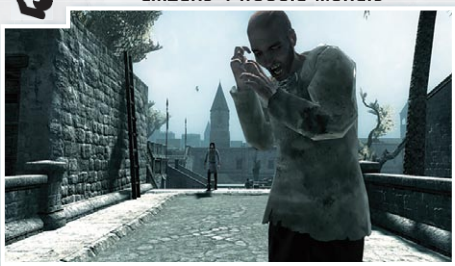
These citizens carry Throwing Knives that can be Pickpocketed to replenish your stock.

Citizens \ Beggars



The poor occupy high-traffic areas, pleading for coins from passersby.

Citizens \ Trouble Makers



These citizens wander about aimlessly and will shove you if you get too close.

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Hiding Spots \ Roof Gardens



Hiding Spots \ Hay Stacks and Hay Carts



Hiding Spots \ Benches



Place of Interest 06 \ Acre \ Poor District



Overview \ The Poor District

Still recovering from the siege that killed much of its population, the Poor District of Acre bears the hallmarks of past events. Bodies line the streets and many of the buildings are but burned-out husks. Even the Souk in the southern section of the District is dilapidated. So are the formal gardens to the northeast. The only part of the District with some semblance of normalcy is the Hospitalier Fortress to the north, where Garnier de Naplouse practices a unique brand of medicine on his subjects.

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Area 01 \ Hospitalier Fortress



Traffic: Heavy

Security: Moderate

Controlling Faction: Crusaders

View Points: 3

Investigations: 2

Save Citizens: 3

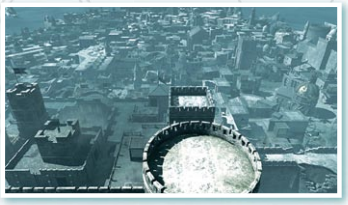
This is the first area you'll see. From the ground, the main thoroughfare is wide, runs southeast past a Chapel, then turns east toward a series of steps that lead north, to the Hospitalier Fortress entrance. Your way inside is blocked, but the Fortress itself has a broken window on each side (good for escaping from the inside) and climbable structures on the eastern side, allowing you to prowl the roofs. Otherwise, the majority of this area consists of burned-out dwellings.



Area 01 looking north



Area 01 looking east



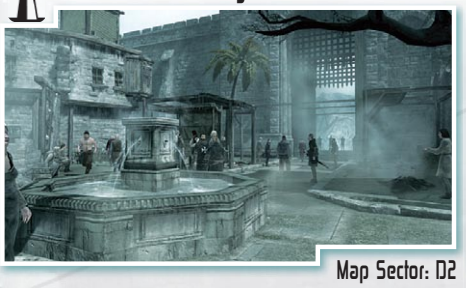
Area 01 looking south



Area 01 looking west

Key Landmarks

Main City Gate



Map Sector: D2

Domed Chapel



Map Sector: D4

Hospitalier Fortress



Map Sector: G3

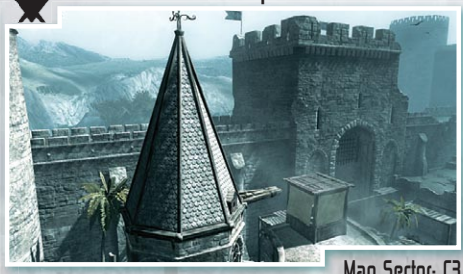
View Points

Market Thoroughfare



Map Sector: G4

01 \ Steeple



Map Sector: C3

10 \ Hospitalier Fortress Tower



Map Sector: G2

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Memory Block 3 Data \ Investigations

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11 \ Steeple



Map Sector: F4

Memory Strand 05 \ Eavesdropping



Map Sector: D3

Memory Strand 08 \ Assassination \ Garnier de Naplouse



Map Sector: G3

Save Citizen Investigations

Save Scholar



Map Sector: G4

Initial Guards: 3
Additional Guards: 3
Scholars Summoned: 4

Save Scholar



Map Sector: C4

Initial Guards: 3
Additional Guards: 1
Scholars Summoned: 4

Save Woman



Map Sector: H3

Initial Guards: 3
Additional Guards: 1
Vigilantes Summoned: 4

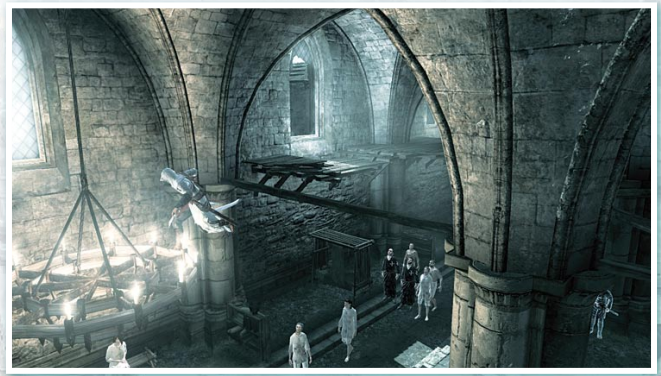
Area 01 \ Maneuvering Advice



The areas around the main gate and Hospitalier Fortress are always congested with a mix of citizens and Guards. Carefully slip past these areas, Blending and gently Pushing your way through the crowds. Traffic thins out the farther south you go; make use of these less crowded streets and alleyways. There are a few rooftop Archers in the area, particularly around the main gate and Fortress. Consider this before taking to the high ground.



Several Guards harass a Scholar outside the city gate. Defeat them, then use the summoned Scholars to stealthily slip past the Guards at the main gate.



Jump across the wooden beams and candelabras to move above the Hospitalier Fortress's main floor. A broken window on the east side of the Fortress is a good exit point, but you cannot enter through the same window.

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Area 02 \ Maria of Johesephat

Traffic: Moderate

Security: Moderate

Controlling Faction: Crusaders

View Points: 3

Investigations: 2

Save Citizens: 1

Named after the Church, this area features a main thoroughfare to the west, running north-south toward the gate that allows you entrance to the Rich District. On the far western side are views of the sea and places where throwing Guards over low walls becomes extremely entertaining. Otherwise, this area is dominated by Maria of Johesephat's Church and the courtyard in front of it. Beware the scattered Archers on the roofs, and try to follow the street leading east, toward the Souk that's behind the Church.





Area 02 looking north



Area 02 looking east



Area 02 looking south



Area 02 looking west

Key Landmarks

Maria of Johesephat's Church



Map Sector: E7

Market Courtyard



Map Sector: C8

View Points

02 \ Guard Tower



Map Sector: D6

Memory Block 3 Data \ Investigations

03 \ Steeple



Map Sector: B7

04 \ Maria of Johesephat's Bell Tower



Map Sector: E8

Memory Strand 02 \ Interrogation



Map Sector: E8

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Save Citizen Investigations

Memory Strand 06 \ Informer



Map Sector: B8

Targets: 1 **Time Limit:** None

Save Woman



Map Sector: B9

Initial Guards: 5 **Vigilantes Summoned:** 5
Additional Guards: 1

Area 02 \ Maneuvering Advice



The Church and market courtyard are the two main draws of this area. Traffic is heaviest around these landmarks, and there is a heightened security presence, including several rooftop Archers. However, the rest of the area is relatively calm, consisting of mostly empty streets and alleyways. Rooftop travel is safest in the areas between the Church, market, and Guard Tower. If accosted by Archers, Drop to the ground and resume travel on the streets.

The bell tower at Maria of Johesephat's Church is the highest point in the District, offering a sweeping view of the entire city. Dispatch or circumvent the Archers on the surrounding rooftops before attempting the climb.





The market at sector A6 is bustling with activity. This is a key gateway between the Poor and Rich Districts and is often packed with Jar Carriers, Beggars, Courageous Citizens, and a few Guards. Slow down in this area to avoid drawing attention to yourself.

Area 03 \ Abandoned Market



Traffic: Light
Security: Moderate
Controlling Faction: Crusaders
View Points: 1
Investigations: 1
Save Citizens: 4

The abandoned market, or Souk, is an eerie place. The roof is more dangerous than the ground, although both levels are difficult to enter the market from. Creating a Distraction is the best way inside this empty structure. There are the usual number of alleyways surrounding this area, and it is easy to get lost. Otherwise, this area has an east-west thoroughfare to the north that connects you to the formal gardens in the northeast corner of the District.

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Area 03 looking north

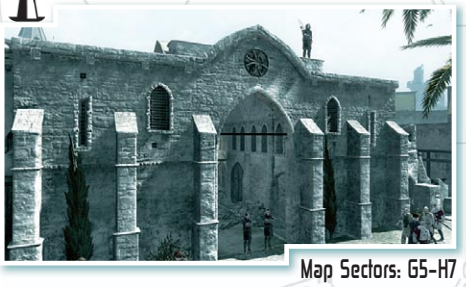

Area 03 looking east


Area 03 looking south


Area 03 looking west

Key Landmarks

Abandoned Market


Map Sectors: G5-H7

Well Courtyard


Map Sector: F6

View Points

05 \ Market Tower


Map Sector: G6

Memory Block 3 Data \ Investigations

Memory Strand 03 \ Pickpocket


Map Sector: H6

Save Citizen Investigations

Save Woman


Map Sector: I6

Initial Guards: 3
Additional Guards: 1
Vigilantes Summoned: 4

Save Woman


Map Sector: F6

Initial Guards: 3
Additional Guards: 2
Vigilantes Summoned: 4

Save Woman


Map Sector: F5

Initial Guards: 3
Additional Guards: 3
Vigilantes Summoned: 4

Save Woman


Map Sector: G8

Initial Guards: 4
Additional Guards: 4
Vigilantes Summoned: 4

Area 03 \ Maneuvering Advice



The streets surrounding the abandoned market are some of the least traveled. However, there are several opportunities to save women here, allowing for the creation of a large Vigilante force. Save all the women early on to build a strong Vigilante presence.

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The abandoned market is guarded at both its northern and southern entrances. However, you can gain entry via this hole in the roof. A Flag awaits on the scaffolding below.



Several Roof Gardens surround the abandoned market, but they won't be of much use until the nearby Archers are dispatched. Given the lack of Benches and Hay Carts on the ground, these Roof Gardens are your best option for ending chases.

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Area 04 \ Bureau and Ruined Mosque



Traffic: Moderate

Security: Moderate

Controlling Faction: Crusaders

View Points: 1

Investigations: 0

Save Citizens: 1

A small courtyard is the clue you're near the Assassin's Bureau. There is also a fountain area and numerous Benches at ground level, but the best way to approach your friend in Acre is to explore the rooftops, taking care to avoid or defeat any Archers you see along the way. There are streets connecting the abandoned market to the west and the formal gardens to the north, but the other main attraction here is a ruined Mosque, with a demolished dome and wrecked minaret that are easily spotted from almost anywhere.



Area 04 looking north



Area 04 looking east



Area 04 looking south



Area 04 looking west

Key Landmarks

Ruined Mosque



Map Sector: J6

Assassin's Bureau



Map Sector: J7

Fountain Courtyard



Map Sector: J8

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View Points

06 \ Ruined Mosque Minaret



Map Sector: J6

Save Citizen Investigations

Save Woman



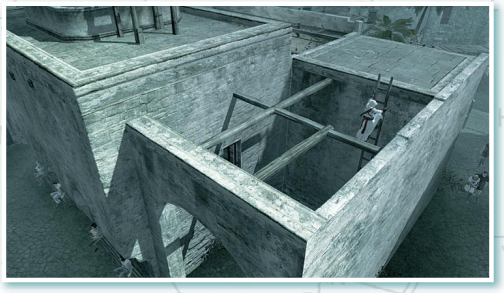
Map Sector: L6

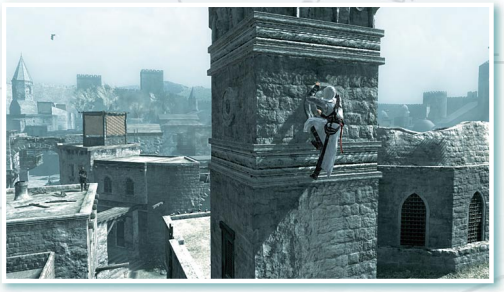
Initial Guards: 4
Additional Guards: 6

Vigilantes Summoned: 4

Area 04 \ Maneuvering Advice







The Assassin's Bureau is located in this relatively quiet area, within close proximity of the Rich and Middle Districts. Avoid approaching the Bureau via the rooftops to the north; there are many Archers surrounding the ruined Mosque; try rooftops in all other directions.

There are numerous rooftop routes you can take to reach the Bureau. If you're on the street level, this ladder on the southwestern side of the Bureau allows you to reach the rooftop without raising suspicion. All Bureaus have similar features.

When climbing the minaret at the ruined Mosque, scale the southern wall of the Mosque to avoid the Archers on the rooftops to the north, east, and west.

Area 05 \ Formal Gardens



Traffic: Moderate

Security: Moderate

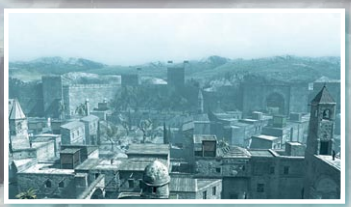
Controlling Faction: Crusaders

View Points: 3

Investigations: 2

Save Citizens: 2

What was once a well-tended, multileveled garden is now unkempt and in serious need of maintenance. However, the bridge to the northwest provides easy access along the main street heading to the Hospitalier Fortress, and the gardens themselves are an excellent place to practice your Free-stepping. The southern area has a street that leads to the northern entrance of the abandoned market, while there are a number of alleys surrounding the gardens themselves.



Area 05 looking north



Area 05 looking east



Area 05 looking south



Area 05 looking west

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Key Landmarks

Lower Gardens



Map Sector: J3

Upper Gardens



Map Sector: J2

Stone Bridge



Map Sector: I2

View Points

Middle District Arch and Thoroughfare



Map Sector: K4

07 \ Bell Tower



Map Sector: K4

08 \ Steeple

Map Sector: K2



Memory Block 3 Data \ Investigations

09 \ Steeple



Map Sector: I4

Memory Strand 01 \ Informer



Map Sector: J2

Memory Strand 04 \ Pickpocket



Map Sector: J5

Flags: 20 **Time Limit:** 3 Minutes

Save Citizen Investigations

Save Woman



Map Sector: I4

Initial Guards: 3
Additional Guards: 2
Vigilantes Summoned: 4

Save Woman



Map Sector: K3

Initial Guards: 5
Additional Guards: 1
Vigilantes Summoned: 4

Area 05 \ Maneuvering Advice



The formal gardens are a key transitional area on the northern side of the city, linking the Poor and Middle Districts. As expected, traffic and security are highest here, so stay on the ground and maintain a low profile. Conflicts here may draw Guards from the Middle District, resulting in large-scale sword fights. The southern and western streets surrounding the gardens are fairly quiet, making it relatively safe and easy to travel by rooftop.

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In the southwest corner of the upper gardens, turn south and Free-step across this wooden awning. The wood and metal beams sticking out of the wall on the left serve as a great Free-step launch spot to get you onto the rooftops to the south.



The stone, bridgelike structure by the upper gardens links this area to the Hospitalier Fortress. Be careful when crossing this span as it's occupied by four Guards and some Trouble Makers. To make matters worse, the Templar at map sector I1 may spot you and blow your cover as you cross the bridge. It's best to avoid this bridge altogether, at least until you've eliminated the nearby Templar.

Additional Memories \ Templars

1



This Templar must've drawn the short straw when assignments were handed out. Climb onto the rooftops to the north of the Templar and exploit the gaping hole in the wall directly behind him.

2



You may be tempted to Drop down behind this Templar, but don't. The fall is too high and he'll notice your impact. A direct assault is your best bet.

3



This Templar is surrounded on three sides by high walls. There is no way to catch him unaware.

4



Equip your Hidden Blade and hang from the roof above this Templar. You'll be able to Leap off the building and Assassinate him in one easy motion.

Additional Memories \ Hospitalier Flags (33)



Note All Hospitalier Flags in the Poor District are collectible by Memory Block 3.

Flag Checklist

✔	Flag #	Description
❑	1	On a wooden platform on the city wall
❑	2	In a broken room above the path
❑	3	In a corner, near some bodies
❑	4	On the roof
❑	5	On the roof of the Hospitalier Fortress, between two Guards
❑	6	On top of the fountain
❑	7	On a wooden platform

✔	Flag #	Description
❑	8	In a small alley
❑	9	In the bushes, between a Bench and a pile of boxes
❑	10	On the roof spine of a domed Church
❑	11	In the corner of a small alley between buildings
❑	12	In a small, burned-out building
❑	13	In a ground-level alcove, behind a ladder; the shadows make it hard to see
❑	14	Sitting on a piece of a burned-out building, above the pathway

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✔	Flag #	Description
❑	15	Near the southwest corner of the tower
❑	16	Hidden in a bush down a small alley
❑	17	In a small nook
❑	18	On top of a wooden roof
❑	19	On a platform inside the covered market
❑	20	Down a small path inside the covered market
❑	21	Inside a closet-sized area above the pathway
❑	22	Inside the ruined dome on top of the roof, close to a View Point
❑	23	In the corner, near the wall, at the base of the stairs
❑	24	On a wooden ledge on the outside wall of the city
❑	25	On the roof, near the end of the building
❑	26	On a wooden beam above the pathway
❑	27	Inside a burned-out room
❑	28	In a corner, at ground level
❑	29	On the roof, across from a noisy merchant
❑	30	On the roof
❑	31	On a wooden ledge
❑	32	In a small nook with a ladder
❑	33	On the roof, near the Bureau





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Place of Interest 07 \ Acre \ Middle District



Overview \ The Middle District

Encompassing a large port, which is this area's outstanding attraction, the Middle District is under the watchful eye of the paranoid Teutonic, Sibrand. This District is the entire eastern part of the city and has the most looming and narrow alleyways. The further north you go, the higher the ground becomes, until you reach a Fortress built into the perimeter wall itself. The docks can be accessed by two well-guarded archways known as Saint John's Gate. Alternately, you can Leap from a vantage point near a Chapel to the north. Only then can you experience the precise movement needed to negotiate the docks correctly, and the exceptional view from the lighthouse at the edge of the sea.

Area 01 \ Saint John's Gate

Traffic: Heavy

Security: Heavy

Controlling Faction: Crusaders

View Points: 2

Investigations: 1

Save Citizens: 2

This area is within easy reach of the Assassin's Bureau and features a large street running north to south that allows access to the Rich District (to the south) and the center of the Middle District (to the north). Over to the east are two large, intersecting paths that allow access into the docks; Saint John's Gate. These gates are the best methods of reaching the docks. Otherwise, be wary of the increased enemy presence at the Guard Tower to the west, and watch for numerous drunks and Beggars in the courtyards.



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Area 01 looking north


Area 01 looking east


Area 01 looking south


Area 01 looking west

Key Landmarks

Saint John's Gate North


Map Sector: N8

Saint John's Gate South


Map Sector: N9

Well / Guard Tower Courtyard


Map Sector: L8

View Points

01 \ Guard Tower


Map Sector: L8

02 \ Steeple


Map Sector: M8

Memory Block 5 Data \ Investigations

Memory Strand 02 \ Pickpocket


Map Sector: N9

Save Citizen Investigations

Save Woman


Map Sector: N8

Initial Guards: 5
Additional Guards: 4
Vigilantes Summoned: 6

Save Woman


Map Sector: L7

Initial Guards: 5
Additional Guards: 2
Vigilantes Summoned: 5

Area 01 \ Maneuvering Advice



This area sees heavy traffic. Saint John's Gate (both north and south arches) are the only nearby access points. Expect to encounter several citizens here carrying crates, not to mention a few unruly drunks. Be careful when navigating this area as there are also plenty of Guards patrolling nearby. One spilled crate could blow your cover.



Most of the rooftops in this area are linked by beams and other connecting structural pieces. The plentiful Roof Gardens are also a welcome sight when advancing along the high ground. Just watch out for Archers.

Climb along the outer seawall to sneak up on this Templar at map sector J7. He can't be Thrown over the seawall, so you're better off hitting him from behind for a stealthy kill.



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Area 02 \ Venetian Quarter



Traffic: Moderate

Security: Heavy

Controlling Faction: Crusaders

View Points: 2

Investigations: 1

Save Citizens: 2

A church with a bell tower and formal courtyard dominates the skyline in this area. The continuation of the main north-south road into Area 01 turns northeasterly, linking to Area 04. There is also a second street running parallel, to the southeast, and a third that runs along the base of the seawall, which isn't able to be climbed. The bell tower church itself is on higher ground, so the higher you are, the nearer to the church you are—an easy fact to remember if you're fleeing foes.



Area 02 looking north



Area 02 looking east



Area 02 looking south



Area 02 looking west

Key Landmarks

Bell Tower Church



Map Sector: M4

Church Courtyard



Map Sector: L5

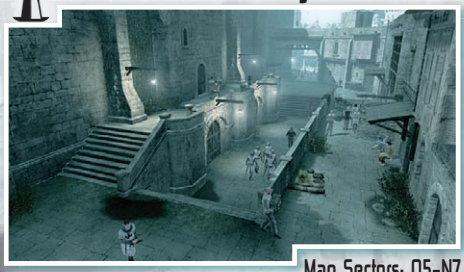
Market Courtyard



Map Sector: N6

View Points

Eastern Wall Thoroughfare



Map Sectors: O5-N7

03 \ Steeple



Map Sector: N5

04 \ Church Bell Tower



Map Sector: L5

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Memory Strand 06 \ Pickpocket



Map Sector: N5

Save Citizen Investigations

Save Scholar



Map Sector: L5

Initial Guards: 5
Additional Guards: 0
Scholars Summoned: 4

Save Woman



Map Sector: N4

Initial Guards: 4
Additional Guards: 4
Vigilantes Summoned: 6

Area 02 \ Maneuvering Advice



The large bell tower church is the centerpiece of this area and the focal point of the security detail, with frequent patrols on the ground and several Archers on the rooftops. Taking the high ground in this area is nearly impossible unless you want to take out half a dozen Archers, so stay on the streets and keep a low profile. If simply passing through, avoid the church and utilize the streets to the east.



The security presence in this area is heavy. Be ready to Blend when passing Guard Patrols, so they don't identify you.



The streets here are long and wide, offering few opportunities to break your pursuer's line of sight. Either make it to the rooftops or head north (to Area 03) where there are shorter streets and a few crooked alleyways.

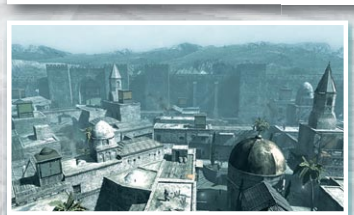
Area 03 \ Northern Gate



Traffic: Moderate
Security: Heavy
Controlling Faction: Crusaders

View Points: 2
Investigations: 2
Save Citizens: 1

The confusing alleyways that Acre is notorious for are less prevalent here. This area has a number of places you can lurk, such as the courtyard in front of the northern gate. The gate itself is excellent if you need to escape, either from the Citadel to the east or the Hospitalier Fortress to the west. The main streets head southwest, back into the Poor District on the western side. Use the domed Chapel as a good rooftop reference, and be sure to check out the abandoned market courtyard to the northeast.



Area 03 looking north



Area 03 looking east



Area 03 looking south



Area 03 looking west

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Key Landmarks

Northern Gate



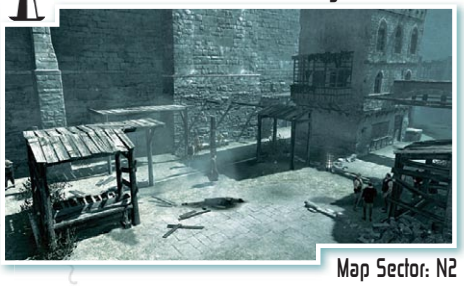
Map Sector: L1

Domed Chapel



Map Sector: N3

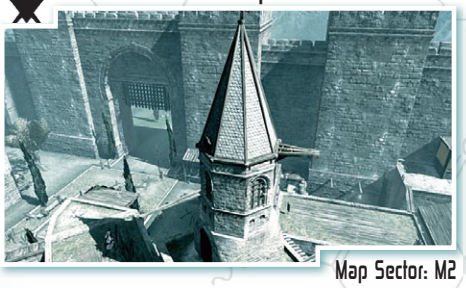
Abandoned Market Courtyard



Map Sector: N2

View Points

05 \ Steeple



Map Sector: M2

06 \ Steeple



Map Sector: N3

Memory Block 5 Data \ Investigations

Memory Strand 01 \ Eavesdropping



Map Sector: L1

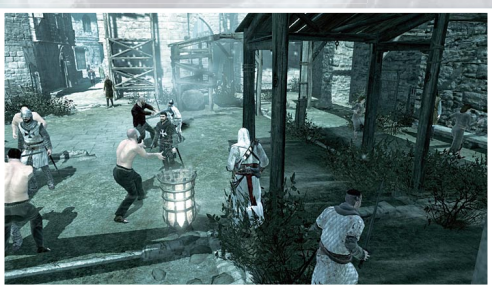
Area 03 \ Maneuvering Advice



More Archers dot the rooftops in this area, forcing most travel to street level. The northern gate and domed Chapel are bottlenecks, mostly due to the Beggars. Avoid these areas and the cramped alleyways if speed is of concern. East-west travel is best accomplished using the wide street north of the Chapel. This street connects to the Poor District and northeast Fortress. Even better, there's little traffic or security.

Need Throwing Knives? Head for the northern gate. Several Courageous Citizens can be found here, along with Beggars and some patrolling Guards.





The narrow alleyways in this area are great for escaping, but these passages are often traveled by citizens, so tackle your way through these congested areas. If you saved the woman in the abandoned market courtyard, the Vigilantes here can be a huge help.

Memory Strand 04 \ Informer



Map Sector: M3

Targets: 5 Time Limit: 4 Minutes

Save Citizen Investigations

Save Woman



Map Sector: N2

Initial Guards: 5 Vigilantes Summoned: 6

Additional Guards: 3

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Area 04 \ Northeast Fortress



Traffic: Moderate

Security: Heavy

Controlling Faction: Crusaders

View Points: 2

Investigations: 2

Save Citizens: 1

Clamber the Fortress towers for one of the best views of the entire city. Below this northeastern Fortress area is the entrance, with a low stone wall and an exit gate to the east (which is brimming with drunken sailors that are as annoying as they are violent). The middle of the area houses a lower courtyard with alleyways in all directions. To the south are streets both low and high. The Chapel overlooking the docks is of particular importance as you can attempt a Leap of Faith on the wall behind the Saxon Cross instead of using Saint John's Gate in Area 01.

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Area 04 looking north



Area 04 looking east



Area 04 looking south



Area 04 looking west

Key Landmarks

Fortress Towers



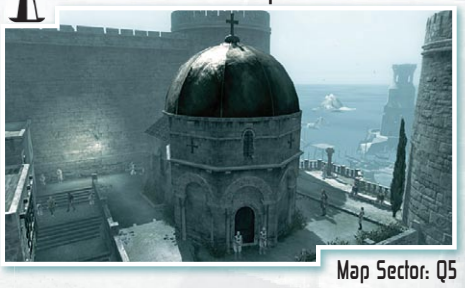
Map Sector: P2

Northeastern Gate



Map Sector: Q4

Domed Chapel



Map Sector: Q5

View Points

07 \ Fortress Tower



Map Sector: Q2

08 \ Steeple



Map Sector: P5

Memory Block 5 Data \ Investigations

Memory Strand 03: Interrogation



Map Sector: Q5

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Memory Strand 05 \ Informer



Map Sector: P4

Targets: 3 **Time Limit:** 3 Minutes

Save Citizen Investigations

Save Woman



Map Sector: Q3

Initial Guards: 3 **Vigilantes Summoned:** 6

Additional Guards: 4

Area 04 \ Maneuvering Advice



This northeastern corner of the city retains the same level of security as the rest of the District, but most of the Guards are deployed on the streets, around the gate and Fortress. There are few Archers, making it easy and safe to advance across the rooftops. This is the best way to avoid the potentially hazardous congestion found on the main thoroughfare that runs in front of the Fortress.



The street outside the Fortress is frequented by a volatile mix of Guards and Trouble Makers. Getting shoved into a Guard could set off a huge battle, so stay as far away from the Trouble Makers as possible.



If you find yourself cornered by Guards near the domed Chapel, use the Leap of Faith point near this statue (to the south) to land in a Hay Cart in the docks area. Your pursuers above will not follow, but Guards stationed at the docks may take up the chase.

Area 05 \ Docks



Traffic: Light

Security: Heavy

Controlling Faction: Crusaders

View Points: 1

Investigations: 1

Save Citizens: 1

Security is lighter to the north, and there are four main piers interspersed with a number of small boats and poles sticking out of the water. Be very sure of your Leaping, and Tackle any drunks so they fall into the water rather than push you in. Along the western wall are a number of inns and small courtyards where the enemy presence is heavy, and the southern seawall parapets have numerous Guard Patrols all the way to Sibrand's ship. Don't forget to reach and climb the lighthouse; it gives you an excellent view so you can plan assassination routes to come.

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Area 05 looking north


Area 05 looking east


Area 05 looking south


Area 05 looking west

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Key Landmarks

Sibrand's Ship


Map Sector: Q10

View Points

09 \ Lighthouse


Map Sector: S9

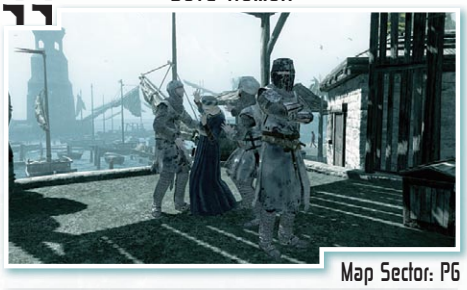
Memory Block 5 Data \ Investigations

Memory Strand 08 \ Assassination \ Sibrand


Map Sector: Q10

Save Citizen Investigations

Save Woman


Map Sector: P6

Initial Guards: 3
Additional Guards: 2
Vigilantes Summoned: 3

Area 05 \ Maneuvering Advice



The docks are one of the most dangerous areas in all of Acre. As in most areas of the District, security is extremely high. But falling into the harbor should be your primary concern, as it leads to a quick and somewhat embarrassing death. Therefore, exercise extreme caution. Also, note the Archer towers on the outer edge of the harbor. It's tough to retaliate against these Archers, so keep your distance.



Use the bow and keel features of the smaller boats as Free-step launching points when crossing the harbor, particularly when attempting to run across the posts sticking out of the water. If necessary, orient yourself after each Jump to attain proper alignment before continuing.

Trouble Makers on the piers and boats pose a serious threat as they can push you into the water. Avoid them if possible. If necessary, Tackle them before they can shove you. As long as they don't fall in the water, you won't be penalized.



Additional Memories \ Templars

1



This Templar has a nice view of the sea. You can approach him directly and cast him over the seawall, or, if you prefer stealth, you can take to the rooftops above him and Drop halfway down the wall to his west. You'll be able to Assassinate him by Leaping off the wall.

2



Approach this Templar from the northwest to get the better of him.

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3



Although it appears that there are a lot of environmental advantages to exploit in order to Assassinate the Templar, all result in the same outcome…detection.

Additional Memories \ Teutonic Flags (33)



Note All Teutonic Flags in the Middle District are collectible by Memory Block 5.



Flag Checklist		
✔	Flag #	Description
❑	1	On a wooden platform in the city wall
❑	2	Top of the building, with several Guards
❑	3	Ground level, in a corner, near an Eavesdropping Investigation
❑	4	On a small porch area
❑	5	Through the gate and to the left, in a corner
❑	6	On top of a pillar
❑	7	On the roof of a keep tower
❑	8	On the roof, near a hiding place
❑	9	Left of the gate, in a dark corner
❑	10	On the top of the archway above the path
❑	11	Inside a burned-out building
❑	12	On the back ledge of the church
❑	13	Inside a ground-level, burned-out building
❑	14	On a wooden roof
❑	15	Hidden in a small corner on the rooftop
❑	16	On the ground, just off the path
❑	17	Along the southern wall, on an archway crossing the path
❑	18	On the blue-tiled roof of a domed Church
❑	19	On the path at the base of the rocks
❑	20	On a wooden walkway
❑	21	On a wooden hangover
❑	22	Above a couple cells next to the city wall, near the harbor
❑	23	Next to a small dome on the rooftops
❑	24	At the end of a small alleyway
❑	25	On top of a small, wooden crossing
❑	26	On top of a wood archway
❑	27	On top of a wood beam above the path
❑	28	At the end of a small alley
❑	29	On a wooden archway above the path
❑	30	On the rooftop
❑	31	On the corner of the roof, near the large archway
❑	32	On the roof, near a small dome
❑	33	On top of the tower

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Place of Interest 08 \ Acre \ Rich District

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Overview \ The Rich District

Boasting two of the largest and most impressive feats of architecture in the known world, Acre's Rich District (also known as the Chain District) is where William of Montferrat holds his power. He is within the walls of his impressive Citadel, which is surrounded on three sides by water. After a large market square has been negotiated, you find Acre's other impressive structure: the Cathedral of the Holy Cross, which boasts the tallest spire in all the Holy Land. To the east is a Hospital where Guards place a particular importance on patrolling. Head north and you're in the main city, with streets filled with so many side alleys it's almost overwhelming. The plan here is to take a chance with the Archers, polish your Throwing Knives, and head across the rooftops.

Area 01 \ Main Quarter



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Area 01 looking north


Area 01 looking east


Area 01 looking south


Area 01 looking west

Traffic: Moderate
Security: Heavy
Controlling Faction: Crusaders
View Points: 4
Investigations: 1
Save Citizens: 3

The majority of this area consists of interconnected alleyways and slightly larger east-west streets that link adjacent zones. Of particular interest is a converted Mosque to the north, which sports a Crusader spire. This spire is a good way of orienting yourself if you get lost in the maze of streets. There are also two courtyards, one to the west and one to the east; both of them provide interesting opportunities for stealthy killing.

Key Landmarks

Western Courtyard


Map Sector: G9

Converted Mosque


Map Sectors: H9

Eastern Courtyard


Map Sector: J9

View Points

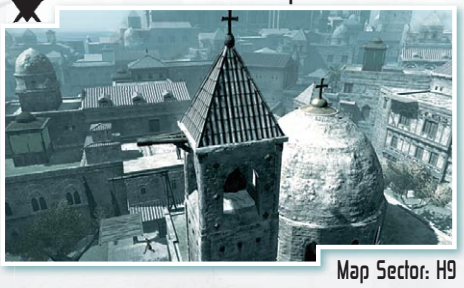
01 \ Steeple


Map Sector: J8

02 \ Bell Tower


Map Sector: J10

04 \ Converted Mosque Bell Tower


Map Sector: H9

05 \ Steeple


Map Sector: G10

Memory Block 4 Data \ Investigations

Memory Strand 04 \ Informer


Map Sector: G9

Targets: 2
Time Limit: None

Save Citizen Investigations

Save Woman


Map Sector: H10

Initial Guards: 3
Additional Guards: 0
Vigilantes Summoned: 4

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Save Woman



Map Sector: F10

Initial Guards: 4
Additional Guards: 2
Vigilantes Summoned: 4

Save Woman



Map Sector: E9

Initial Guards: 3
Additional Guards: 2
Vigilantes Summoned: 4

Area 01 \ Maneuvering Advice



There's plenty to do in this area. Start in the northeast by climbing the two View Points near the eastern courtyard. Afterward, head toward the converted Mosque and climb the bell tower. Wrap up your View Point tour by climbing the steeple to the west. You'll confront several Archers along the way, but doing so clears the rooftops in this area and makes it much easier to get around. Just watch your step. Falls from these three-story buildings are far less forgiving.



A Templar stands guard in the eastern courtyard facing northeast. Descend the ladder on the southwest side of the courtyard to sneak up behind him. If you approach from the other direction, the Templar will attack on sight, setting off a large fight as nearby Guards join in.



The bulk of the Benches in this area are clustered around the converted Mosque and courtyards. If you need to take a seat, move to one of these three landmarks. Vigilantes can be a big help in this area, too, so be sure to save all three women and return to these streets when you're in trouble.

Area 02 \ Hospital Quarter



Traffic: Heavy
Security: Moderate
Controlling Faction: Crusaders
View Points: 1
Investigations: 1
Save Citizens: 2

The dominant building in this small, seaside area is the Hospital to the north, on the cusp of the Middle District. Below is a winding street that eventually leads to the Cathedral. There are plenty of ways to flee to Areas 01 or 04 using the roofs or alleyways, but it is the Hospital—which can be accessed by causing a Commotion or killing the roof Archers and Dropping below—that is of most interest.

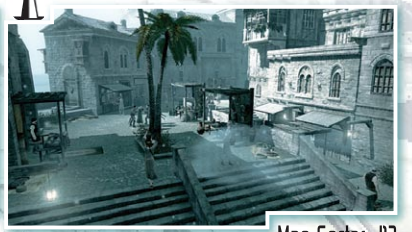
Key Landmarks

Hospital



Map Sector: K11-K12

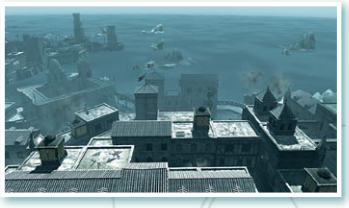
Market Area



Map Sector: J13

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Area 02 looking north


Area 02 looking east


Area 02 looking south


Area 02 looking west

View Points

03 \ Hospital Tower


Map Sector: K12

Memory Block 4 Data \ Investigations

Memory Strand 06 \ Pickpocket


Map Sector: K11

Save Citizen Investigations

Save Woman


Map Sector: J13

Initial Guards: 5
Additional Guards: 1
Vigilantes Summoned: 5

Save Woman


Map Sector: J11

Initial Guards: 3
Additional Guards: 6
Vigilantes Summoned: 6

Area 02 \ Maneuvering Advice



Most activity in this area is centered around the Hospital and nearby market. Both areas are filled with Guards and citizens, many of them carrying crates or jars. With the exception of the Hospital, the rooftops in this area are clear of Archers, so use them to navigate above the crowds.



The Hospital's entrance is blocked by two Guards. Distract them by stealthily killing one of the Guards outside the Hospital. As the two entrance Guards move toward the body to investigate, simply walk through the now unguarded entrance. Such distractions are useful for pulling Guards away from heavily fortified areas.



This ladder attached to the building north of the Hospital is an excellent way to reach the rooftops in this area without drawing unwanted attention. From this rooftop, it's just a short Jump to reach the Hospital roof. Make sure the Archers aren't looking in your direction before you attempt the move.

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Area 03 \ Seawall Quarter

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Traffic: Moderate

Security: Moderate

Controlling Faction: Crusaders

View Points: 2

Investigations: 1

Save Citizens: 1

The main north-south thoroughfare is the easiest way to reach the Poor District by ground without losing yourself in the maze of alleyways. The good news is that the buildings are close together, even if the streets below are wider apart, thanks to the architects building the higher floors out from the lower ones. There is a long road with market stalls dotted around, adjacent to the seawall, but the most recognizable aspect of this area is the archway leading to and from the Poor District.





Area 03 looking north



Area 03 looking east



Area 03 looking south



Area 03 looking west

Key Landmarks

Rich District Archway



Map Sector: C9

Seawall Market



Map Sectors: B10-C11

View Points

06 \ Bell Tower



Map Sector: C9

Memory Block 4 Data \ Investigations

07 \ Steeple



Map Sector: C11

Memory Strand 02 \ Pickpocket



Map Sector: C10

Save Citizen Investigations

Save Scholar



Map Sector: C11

Initial Guards: 5

Additional Guards: 0

Scholars Summoned: 4

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Area 03 \ Maneuvering Advice



This northwestern area of the District is relatively quiet. While there is a fair amount of traffic near the seawall market and Rich District archway, the central streets are calm. Even better, most of the Archers are posted on the rooftops near the Rich/Poor district border, leaving the remaining rooftops open for your use.

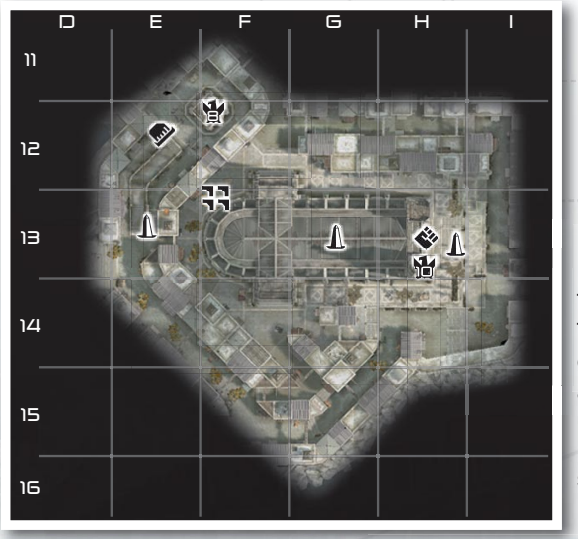


A lone Templar stands watch on the northern edge of the seawall market area, at map sector A7. Climb down the building to the east, or inch along the outside of the seawall to sneak up behind him. Eliminate him before entering the market area. If you don't, he'll attack, causing several Guards to join in.



It's possible to climb the bell tower without killing the Archer on the nearby archway between the Poor and Rich Districts. Climb the north side of the arch, then watch the Archer's patrol pattern. When he turns away, head for the bell tower and climb along its eastern side to avoid being spotted. Once you're on the tower's perch, he can't see you.

Area 04 \ Cathedral Area



Traffic: Moderate

Security: Heavy

Controlling Faction: Crusaders

View Points: 2

Investigations: 2

Save Citizens: 1

The Cathedral of the Holy Cross is the dominant structure in all of Acre. The chance to defeat a group of Archers before climbing to the top of the great steeple cannot be passed up. Large streets surround the Cathedral, and there are lower, stepped courtyards at the front. You can actually climb up the large rose window from this front entrance, or Leap onto the flying buttresses from the southern rooftops. Access to and from Area 05 is as simple as choosing any of the wide thoroughfares.



Area 04 looking north



Area 04 looking east



Area 04 looking south



Area 04 looking west

Key Landmarks

Cathedral of the Holy Cross



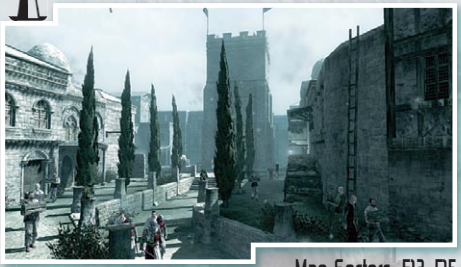
Map Sectors: A13-H13

Cathedral Steps and Eastern Thoroughfare



Map Sector: H13

Western Thoroughfare



Map Sectors: E12-F15

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View Points

08 \ Guard Tower



Map Sector: A12

10 \ Cathedral Spire



Map Sector: H13

Memory Block 4 Data \ Investigations

Memory Strand 03 \ Interrogation



Map Sector: H13

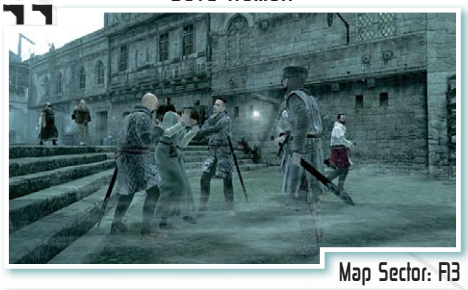
Save Citizen Investigations

Memory Strand 05 \ Pickpocket



Map Sector: E12

Save Woman



Map Sector: A13

Initial Guards: 4
Additional Guards: 2
Vigilantes Summoned: 6

Area 04 \ Maneuvering Advice



The Cathedral of the Holy Cross is the definitive central landmark; all surrounding buildings and streets conform to the Cathedral's massive footprint. Due to heavy Archer security on and around the Cathedral, it's best to stick to the streets here. The wide, tree-lined western thoroughfare is a good option for north-south travel, but this avenue is frequented by Guard Patrols, so be ready to Blend.



There are handholds on the outer sides of the flying buttresses located on the Cathedral's perimeter. Use these to reach the roof, but watch out for the Archers patrolling above.



A Templar is positioned on top of the damaged northeastern steeple of the Cathedral, facing east. You can only sneak up on him from the northwest corner. Consider clearing out the Archers on the north side of the Cathedral beforehand, otherwise they'll alert the Templar if they see you. Stab the Templar from behind, or Throw him off the Cathedral for an easy kill.

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Area 05 \ Chain District



Traffic: Heavy

Security: Heavy

Controlling Faction: Crusaders

View Points: 2

Investigations: 1

Save Citizens: 2

William is currently holed up in the massive Citadel belonging to King Richard. Before you traverse this castle, explore the lower buildings between the Citadel and Cathedral, as well as the Chain District market, the largest market in Acre. Stroll the seawall, collecting Throwing Knives from Courageous Citizens. Afterward, work out your most proficient route through the Citadel itself. There is an entrance gate, as well as climbable scaffolding to the south. Once inside, the Citadel is a small town in and of itself, but the most interesting parts lay to the west: the tallest tower and William's keep.



Area 05 looking north



Area 05 looking east



Area 05 looking south



Area 05 looking west

Key Landmarks

Chain District Market



Map Sector: E16

Richard's Citadel



Map Sector: C15-C18

Montferrat's Quarters



Map Sector: B16

View Points

09 \ Steeple



Map Sector: E14

11 \ Citadel Guard Tower



Map Sector: B16

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Memory Block 4 Data \ Investigations

Memory Strand 01 \ Informer



Map Sector: E15

Flags: 20 Time Limit: 3 Minutes

Memory Strand 08 \ Assassination \ William de Montferrat



Map Sector: B16

Save Citizen Investigations

Save Scholar

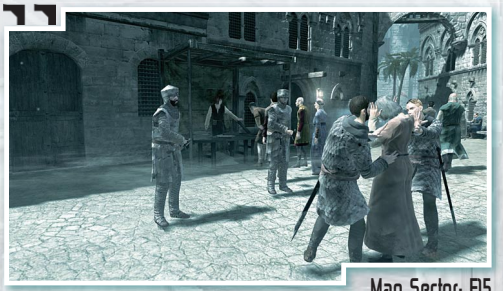


Map Sector: D17

Initial Guards: 4 Scholars Summoned: 4

Additional Guards: 5

Save Woman



Map Sector: F15

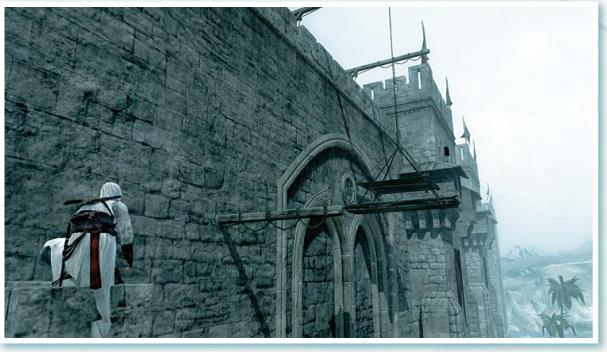
Initial Guards: 4 Vigilantes Summoned: 6

Additional Guards: 2

Area 05 \ Maneuvering Advice



Richard's Citadel sits on the southernmost tip of the city's peninsula. Despite the high level of security, this fortress has an open front gate—the Citadel's only ground-level entry point. The Citadel interior is crowded, so move slowly and Blend. Archers patrol the perimeter walls and interior rooftops, so think twice before climbing. Rooftop infiltration is best conducted from the outside, clearing Archers along the perimeter before moving inward. Be as stealthy as possible; triggering an alert here can be extremely dangerous, forcing you to flee north to find suitable refuge.



Use the horizontal post, bundles of wood, and suspended platform on the northeastern wall to reach the two Flags on the front side. Start your Free-step from the small balcony (accessible via the scaffolding) in the northeast corner, then move northwest along the wall and grab both Flags along the way. This is also a good way to gain a foothold on the Citadel's roof.



Be careful not to jostle the Crate Carriers inside the Citadel. Gently Push your way through the congested corridors to avoid knocking one of the crates out of a carrier's hands and alerting the Guards.

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Additional Memories \ Templars

1



Two awnings hang above the Templar that guards the seawall here. From the rooftop, carefully Drop down from one awning to the next until you reach the ground. The poor Templar will never know who hit him.

2



Descending the ladder from the rooftop behind this Templar allows you to easily sneak up behind him.

3



The Templar overlooks the entire city from his perch in the high northeastern tower of the Cathedral. Once you reach the roof, you can climb up behind him and Assassinate. However, Throwing him to the street below might be more fun.

Additional Memories \ Templar Flags (34)



Note All Templar Flags in the Rich District are collectible by Memory Block 4.

Flag Checklist		
✔	Flag #	Description
❑	1	On the roof above the path
❑	2	On a small ledge above the pathway
❑	3	Northeast of Flag #2, on the roof
❑	4	In the corner of a small courtyard
❑	5	In a corner, near a spice rack
❑	6	On top of a fountain
❑	7	Next to a small dome, on the roof
❑	8	In a small alcove above the pathway, near a Templar
❑	9	On a small overhang down a tight pathway
❑	10	On the roof, next to a small dome
❑	11	At the base of a wall fountain, in a courtyard with a well
❑	12	On a small, wooden overhang
❑	13	North side of the tower, in the corner, near a Hay Cart
❑	14	On the roof, near a small dome
❑	15	Top of a fancy roof
❑	16	Just outside the city wall, on a wooden overhang
❑	17	On a ledge overlooking the northern courtyard of the Cathedral
❑	18	On a ledge near the east end of the Cathedral
❑	19	In the middle of a small pathway
❑	20	Inside and to the left, in the hallway
❑	21	In the corner, next to the merchant
❑	22	In the corner on the first ledge of the Cathedral
❑	23	On the spine of the Cathedral's roof
❑	24	On top of the wall, on the unfinished spire
❑	25	On a wooden ledge, outside of the city wall
❑	26	On a pointed roof; ascend a tall ladder to reach it
❑	27	On top of a high archway
❑	28	On the roof, with a scenic view of the ocean
❑	29	On the roof, with a scenic view of the ocean
❑	30	On the second level, near some barrels
❑	31	On a small ledge off of the main castle wall
❑	32	On a wooden platform high above the ground
❑	33	Down a small walkway that faces the ocean
❑	34	High atop the tower

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Jerusalem

Overview \ The History of Jerusalem

The capital of Israel, Jerusalem is nestled in the Judean Mountains, and is one of the oldest cities known to man. Since the tenth century, the Jewish people have called this their spiritual center, and both Islam and Christianity have many ancient sites within these walls. Some of these include the Church of the Holy Sepulchre (constructed during the fourth century by Roman Emperor Constantine I) and the Dome of the Rock (constructed during the seventh century by an Umayyad caliph). At the beginning of the twelfth century, Jerusalem was sieged during the First Crusade, before Salah al-Din returned to rout the Crusaders in 1187. At every turn, structures of enormous historical significance reach skyward, and it is in this mixture of cultures that your true path is revealed.

District	First Entrance	Assassination Target
Poor	Memory Block 4	Majd Addin
Middle	Memory Block 6	Robert de Sable
Rich	Memory Block 3	Talal

Notable Data \ Jerusalem Gallery

Defense Forces \ Saracen Guards



They wear the Saracen regalia and will attack if your cover is blown.

Defense Forces \ Templars



Ten Knights Templar are located within the city (three in the Poor, three in the Middle, and four in the Rich Districts) and will attack on sight.

Citizens \ Scholars



They wear white robes and allow you to Blend with them, useful for accessing high-security areas.

Citizens \ Vigilantes



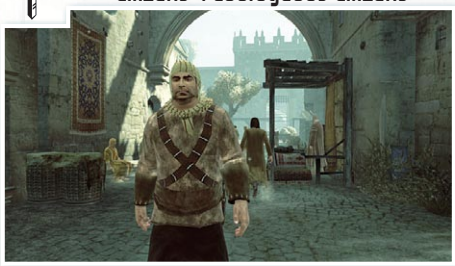
Dressed in black robes, these men will distract and restrain Guards that are chasing you.

Assassins \ Informers



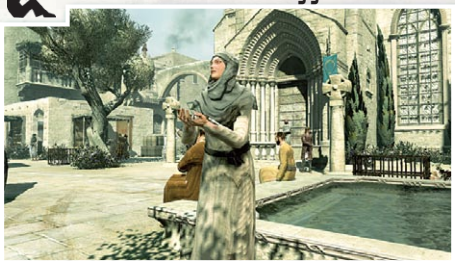
These cloaked figures offer critical information on your Target, but you must complete a Challenge for them before they'll talk.

Citizens \ Courageous Citizens



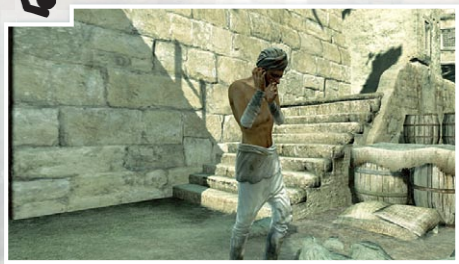
These citizens carry Throwing Knives that can be Pickpocketed to replenish your stock.

Citizens \ Beggars



The poor occupy high-traffic areas, pleading for coins from passersby.

Citizens \ Trouble Makers



These citizens wander about aimlessly and will shove you if you get too close.

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Hiding Spots \ Roof Gardens



Hiding Spots \ Hay Stacks and Hay Carts



Hiding Spots \ Benches



Place of Interest 09 \ Jerusalem \ Poor District



Overview \ The Poor District

A compact area to the south of the city, where tenants live in the shadow of dozens of winding alleyways, the Poor District is interspersed with some recognizable landmarks. Perhaps the most legendary is the execution courtyard on the opposite side of the Dome of the Rock's perimeter wall. The southeastern part of this area houses a Synagogue, there are two Christian Chapels to find, and there's a Crusader Guard Tower in the northwestern corner, plus a large Mosque near the southwestern gates.

Area 01 \ Southeastern Area



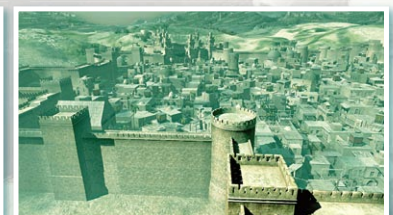
Area 01 looking north



Area 01 looking east

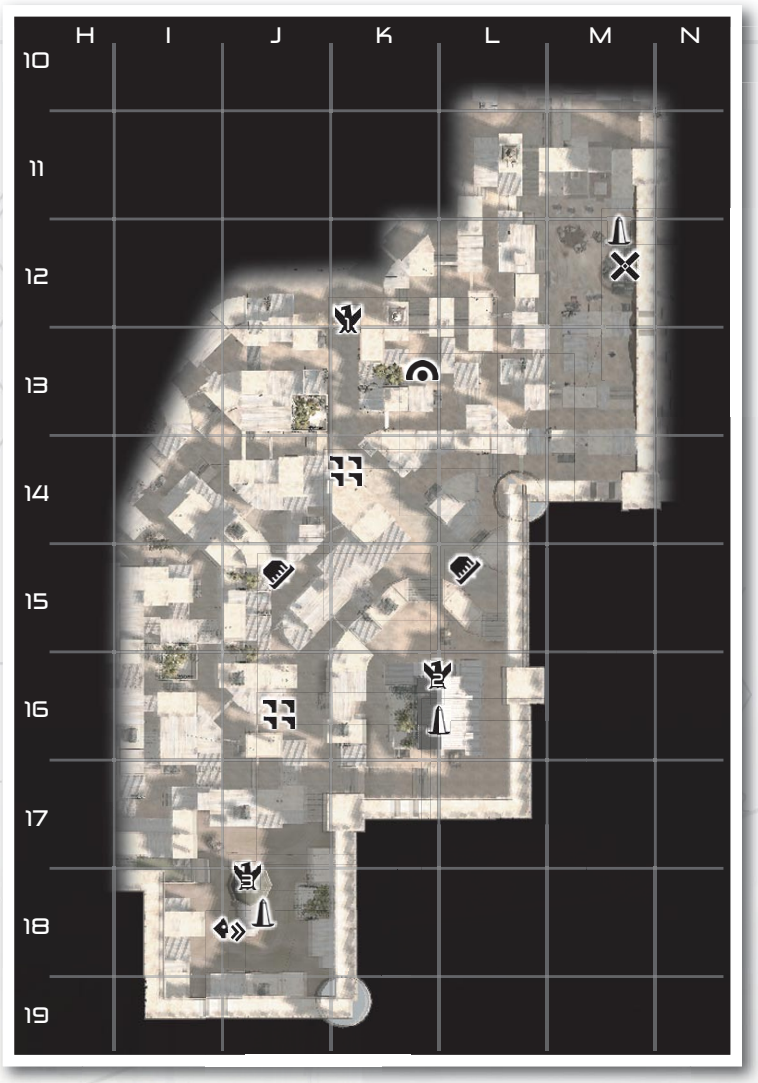


Area 01 looking south



Area 01 looking west

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Traffic: Light

Security: Moderate

Controlling Faction: Saracens

View Points: 3

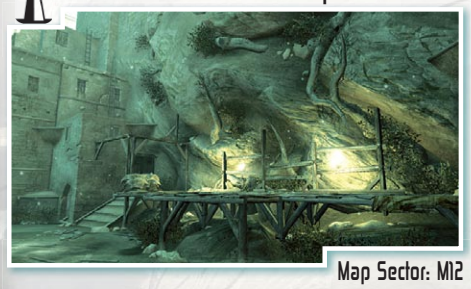
Investigations: 4

Save Citizens: 3

The eastern portion of the Poor District isn't wide, but it is long and features many alleyways you can dart into (and, if you're not careful, get lost in). The first View Point is an archway, and the street below is the main thoroughfare. The numerous Trouble Makers mean locating Scholars and keeping away from the more violent citizens is a priority if you are to remain stealthy. The execution stage is best approached from the roofs. The two other areas of interest are along the southern perimeter: a Jewish Synagogue in the southeastern corner and a Chapel to the south. Both feature a large number of Guards on the ground and on top of buildings.

Key Landmarks

Execution Stage / Entrance to Solomon's Temple



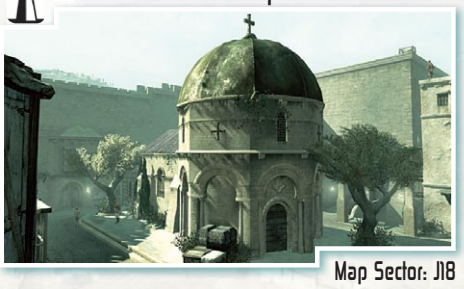
Map Sector: M12

Synagogue



Map Sector: K16

Domed Chapel



Map Sector: J18

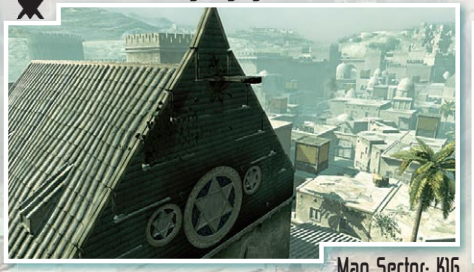
View Points

01 \ Archway



Map Sector: K12

02 \ Synagogue Roof



Map Sector: K16

03 \ Domed Roof



Map Sector: J18

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Memory Block 4 Data \ Investigations

Memory Strand 03 \ Pickpocket



Map Sector: J15

Memory Strand 04 \ Pickpocket



Map Sector: L15

Memory Strand 06 \ Eavesdropping



Map Sector: I18

Save Citizen Investigations

Memory Strand 08 \ Assassination \ Majd Addin



Map Sector: M12

Save Woman



Map Sector: J16

Initial Guards: 4
Additional Guards: 1
Vigilantes Summoned: 6

Save Woman



Map Sector: K14

Initial Guards: 4
Additional Guards: 1
Vigilantes Summoned: 5

Area 01 \ Maneuvering Advice



This area is bordered by the Dome of the Rock to the east and a domed Church and Synagogue to the south. The cramped alleyways in between are rather quiet, making them easy to navigate. This can be a good place to lose pursuers, especially if the area's Vigilantes have been summoned. The rooftops are fairly easy to travel across, too, with only a few Archers posted mostly around the domed Church and Synagogue.

The northern steps leading to the domed Chapel are watched by three Guards who will not let you pass. Instead, use the wooden horizontal beams above to pass over their heads. You can also use rooftops to infiltrate this area from the west. Watch out for the Trouble Makers wandering around the Church; don't let them blow your cover!



Save Scholar



Map Sector: K13

Initial Guards: 5
Additional Guards: 2
Scholars Summoned: 4



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The Templar near the domed Chapel stands in the southeast corner of the courtyard, with clear fields of vision to the north and west. Use either the western or northern rooftops to sneak up on him. It may be necessary to eliminate a few Archers along the way. Drop down behind the Templar and stab him in the back. Calmly walk away from the body before the Guards arrive to investigate. If you don't eliminate him early on, he may blow your cover as you attempt the nearby Eavesdropping Investigation.

Area 02 \ Southwestern Area



Traffic: Moderate

Security: Moderate

Controlling Factions: Saracens

View Points: 3

Investigations: 3

Save Citizens: 5

The slightly larger western area features the same claustrophobic alleyways, although the northern east-west road is much wider and links the Guard Tower and Chapel. South and west is a large Mosque with a big courtyard all the way around it and gates for you to flee to if the main exit becomes impossible to reach. Near here is a wooden stage where orators speak their mind, and there's a long north-south road that also goes through a raised alleyway to reach the Guard Tower. The larger streets of the Middle District are visible, but unable to be reached until much later into your adventure.



Area 02 looking north



Area 02 looking east



Area 02 looking south



Area 02 looking west

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Key Landmarks

Southwestern Mosque



Map Sector: E18

Southwestern Gate



Map Sector: D18

Courtyard Stage



Map Sector: F17

View Points

Domed Chapel



Map Sector: H15

04 \ Domed Chapel Roof



Map Sector: H16

05 \ Guard Tower



Map Sector: G14

Memory Block 4 Data \ Investigations

06 \ Mosque Minaret



Map Sector: E18

Memory Strand 01 \ Interrogation



Map Sector: F17

Memory Strand 02 \ Informer



Map Sector: F15

Targets: 2 Time Limit: None

Save Citizen Investigations

Memory Strand 05 \ Informer



Map Sector: E17

Targets: 3 Time Limit: None

Save Woman



Map Sector: I12

Initial Guards: 3 Vigilantes Summoned: 5
Additional Guards: 0

Save Woman



Map Sector: I13

Initial Guards: 3 Vigilantes Summoned: 4
Additional Guards: 0

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Save Woman



Map Sector: H14

Initial Guards: 4 Vigilantes
Additional Guards: 1 Summoned: 4

Save Woman



Map Sector: H17

Initial Guards: 4 Vigilantes
Additional Guards: 2 Summoned: 6

Save Woman



Map Sector: G15

Initial Guards: 5 Vigilantes
Additional Guards: 3 Summoned: 6

Area 02 \ Maneuvering Advice



The security in this area is highest near the Guard Tower, domed Chapel, and southwestern gate, making it difficult to transition from the streets to the rooftops. Stick to the streets; one useful route is the street running along the city's southern wall. This is a safe east-west thoroughfare allowing you to quickly navigate the southern edge of the city. When heading north or south, use the narrow street just west of the domed Chapel's grounds. Don't underestimate the value of Vigilantes in this area, either. Save the women here to form a large contingent of Vigilantes to aid in your escapes.

The grounds surrounding the Mosque and domed Chapel are the most congested in this area, frequented by Beggars, Trouble Makers, Courageous Citizens, and plenty of Guards and Archers. Keep a low profile while moving through these areas, and don't attempt to climb anything until you've cleared out some of the Archers.





A Templar stands guard on a rooftop at map sector H17, near the city's wall. This is a rather isolated area, so fight him toe-to-toe if he spots you. Just don't lead him on a chase through the more heavily guarded areas. It's possible to sneak up behind him for a stealthy kill, if you'd rather. If you don't attack him first, he may blow your cover as you advance along the southern street.

Additional Memories \ Templars

1



The Templar stands underneath a low-hanging awning. Climb the building to the northeast and make your way to the rooftop just above it (you may need to kill a Guard). Drop down to the awning and then to the ground, just behind the Templar's right shoulder. He won't realize what happened until he passes to the other side.

2



This Templar stands on a walkway on the first-floor roof. Unfortunately for him, the second-story rooftops that he's backed up against make your job much easier. Hang, but don't Drop, from the building behind the Crusader—you're able to Assassinate him in style.

3



The long, low building behind the Templar provides perfect cover for your approach. Climb the northern end of the structure and walk to the southern edge. Drop down to the Templar's left, between the end of the building and the city wall. You're in a perfect position to Assassinate him. Just be cautious of the rooftop Guard to the southwest.

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Additional Memories \ Jerusalem Crosses (34)

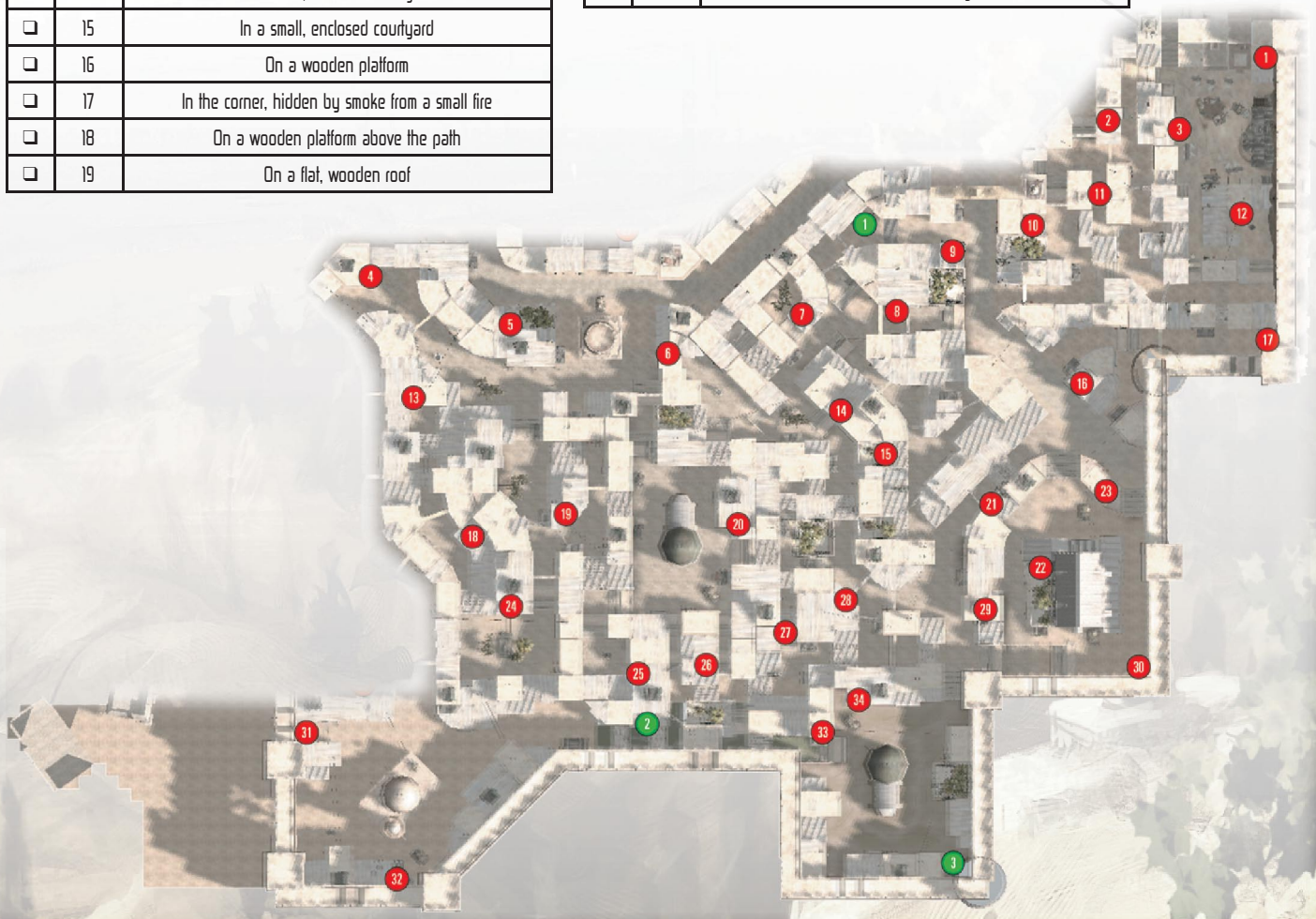


Note All Jerusalem Crosses in the Poor District are collectible by Memory Block 4.

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Flag Checklist

✔	Flag #	Description
❑	1	On the roof
❑	2	On the roof, on top of a small outcropping
❑	3	On a small, wooden overhang
❑	4	On a small, wooden overhang, next to a large archway
❑	5	In a small, enclosed courtyard
❑	6	On the roof
❑	7	On a wooden platform next to a stairway
❑	8	On top of a small set of dirt stairs
❑	9	On a wooden platform just above an enclosed courtyard
❑	10	In a small alleyway, next to some wicker baskets
❑	11	In a small alley
❑	12	On a wooden overhang
❑	13	In a small cutout in the rooftops
❑	14	In a small, enclosed courtyard
❑	15	In a small, enclosed courtyard
❑	16	On a wooden platform
❑	17	In the corner, hidden by smoke from a small fire
❑	18	On a wooden platform above the path
❑	19	On a flat, wooden roof
❑	20	In a small roof cutout
❑	21	On top of a wooden pole
❑	22	Inside and to the left of the temple
❑	23	On the roof, with a Guard
❑	24	On a wooden platform, next to a chicken cage
❑	25	In a small porch above the path
❑	26	In a small, enclosed courtyard, behind the Bench
❑	27	Under a raised, wooden platform, next to some baskets
❑	28	Above the path, next to an archway bridge
❑	29	On the roof, with a Guard
❑	30	On top of a vine-covered roof
❑	31	In a small alley
❑	32	In a small, fenced-in area
❑	33	On a small, vine-laden, wooden ledge
❑	34	On a wooden ledge



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Place of Interest 10 \ Jerusalem \ Middle District



Overview \ The Middle District

An oddly shaped District to be sure, but of no less importance than the other sections of this ancient city. The Middle District is bustling with life, and there's an odd truce going on, with Crusaders and Saracens gathered together to pay respects to a recently slain Regent (who died by unknown hands). As you'd expect, the Guards are most wary and prone to violence if they see you. Great care must be taken while negotiating the wide north-south street that turns westward at the Church of the Holy Sepulchre and finishes at the cemetery outside the impressive David's Citadel.

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Area 01 \ Hospital Quarter



Traffic: Light

Security: Moderate

Controlling Faction: Saracens

View Points: 2

Investigations: 1

Save Citizens: 1

A small zone, but one with a lot of potential for violence due to the well-guarded Hospital. Scale and move around the buildings surrounding the Hospital for the safest way to secure this area. Expect over a dozen foes to storm the courtyard below if you pick a fight. The remainder of this area offers access to the other areas in both this District and the Rich District, along with the Assassin's Bureau. As always, rooftop prowling is optimal, as long as you have Throwing Knives to bring down the numerous Archers.

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Area 01 looking north



Area 01 looking east



Area 01 looking south



Area 01 looking west

Key Landmarks

Hospital



Map Sector: G7-G8

View Points

01 \ Steeple



Map Sector: I10

02 \ Hospital Tower



Map Sector: H7

Memory Block 6 Data \ Investigations

Memory Strand 02 \ Pickpocket



Map Sector: G8

Save Citizen Investigations

Save Scholar



Map Sector: H7

Initial Guards: 3

Additional Guards: 0

Scholars Summoned: 4

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Area 01 \ Maneuvering Advice



The Hospital is the site of the area's heaviest traffic and security. Citizens, Beggars, Courageous Citizens, and Guards are walking along the streets encircling the Hospital. Unless you like confronting Archers, stay on the ground. The streets to the east are far less congested and more secure, allowing for safer rooftop navigation. These rooftops are also a good way to reach the Bureau in the Rich District.

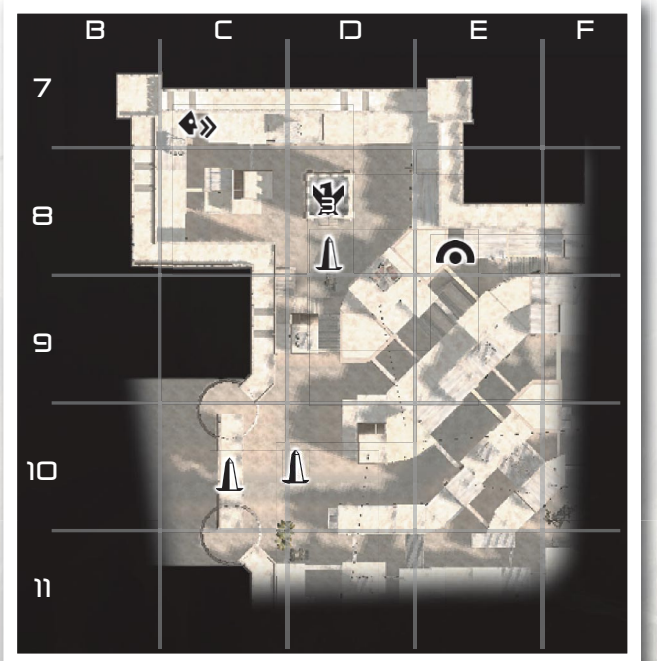


The area around the Hospital is very congested. A pair of Guards stand at the northern and southern entrances to the Hospital. Distract the Guards at one of these entrances so they leave their Guard Post; this is just one way to get in. Perform a Low Profile assassination on one of the lone Guards patrolling around the Hospital so his body falls within sight of the Guards at the entrance. Several Trouble Makers are inside the Hospital. If they become too troublesome, either Tackle or Punch them. Punching them will result in the loss of Synchronization Blocks, but it will also cause the targeted Trouble Maker to run out of the Hospital.

If you wish to climb the Hospital tower unseen, you'll need to eliminate at least one of the Archers on the surrounding rooftops. Even if you're spotted, you can reach the top, Synchronize, then Leap off the perch into the Hay Cart below to end the alert. Just keep moving to evade the incoming arrows.



Area 02 \ Guard Tower and Gate



Traffic: Light

Security: Heavy

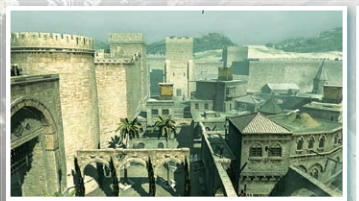
Controlling Faction: Saracens

View Points: 1

Investigations: 1

Save Citizens: 1

The Guard Tower is on a raised section of the streets and features ominous and narrow alleyways. Until, that is, you realize Scholars allow you to move about this area unimpeded. Otherwise, a series of alleyways gives way to crenelations around the Guard Tower, and Guards that are very aggressive in tackling you if you're spotted on the roof. The large courtyard to the south, adjacent to the city gate, is the place to mingle and begin a route southward, down a main thoroughfare that heads all the way to the Citadel.



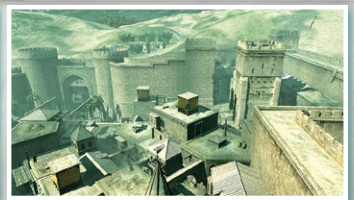
Area 02 looking north



Area 02 looking east



Area 02 looking south



Area 02 looking west

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Key Landmarks

Western Gate



Map Sector: C10

Gate Courtyard



Map Sector: D10

Guard Tower Sector



Map Sectors: C8-D8

View Points

03 \ Guard Tower



Map Sector: C6

Memory Block 6 Data \ Investigations

Memory Strand 01 \ Eavesdropping



Map Sector: C7

Save Citizen Investigations

Save Scholar



Map Sector: E8

Initial Guards: 5
Additional Guards: 1 Templar
Scholars Summoned: 4

Area 02 \ Maneuvering Advice



The key structures here are the Guard Tower and the city's western gate. Like most gates, this one is watched by Guards and Beggars, so try to detour this area unless you're looking for a quick way to reach the Kingdom. The security around the Guard Tower is extreme; in it's own walled-off area, and surrounded by Guard Patrols and Archers; the most heavily defended View Point in the city.

Before saving the Scholar at map sector E8, kill the Templar in the nearby alleyway. Climb down the ladder behind the Templar and stab him in the back. If you try to save the Scholar first, the Templar will join the fight, making the battle much more difficult than necessary.





The Guard Tower area is heavily defended by Archers on the surrounding rooftops and Guards on the ground. Bypass the three Guards at the entry point by climbing to the roof of the building at map sector D9, just north of the western gate. This will get you near the tower, but you'll still need to clear out some Archers before attempting the climb. Three more Archers wait at the top.

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Area 03 \ Western Quarter and Citadel



Traffic: Moderate

Security: Heavy

Controlling Faction: Saracens

View Points: 4

Investigations: 5

Save Citizens: 4

Two historical landmarks—David's Citadel and the Church of the Holy Sepulchre—dominate this area, although there is a Chapel with a good-sized courtyard around the base of it, too. When you're not avoiding the heavy Guard presence, investigate the two main north-south streets with alleyways running east and west off them. In the southwest corner is the Citadel itself, which cannot be entered, but the perimeter can be breached and the cemetery inspected.



Area 03 looking north



Area 03 looking east



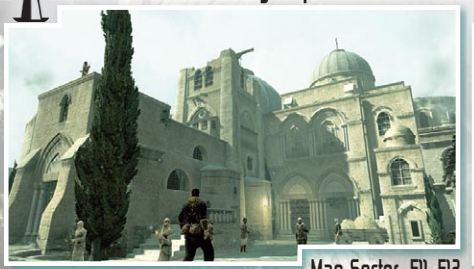
Area 03 looking south



Area 03 looking west

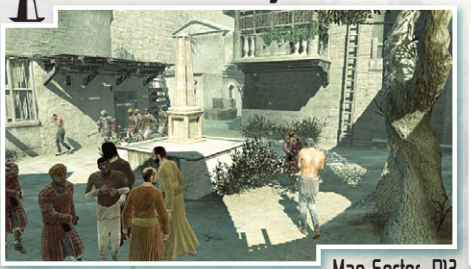
Key Landmarks

Church of the Holy Sepulchre



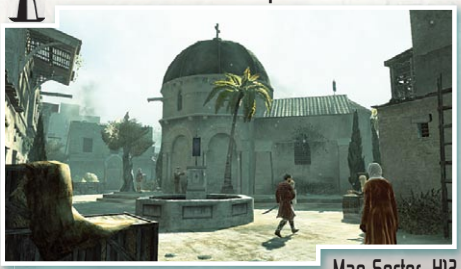
Map Sector: E11-E12

Church Courtyard



Map Sector: D12

Domed Chapel



Map Sector: H12

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View Points

David's Citadel



Map Sectors: C15-D16

04 \ Steeple



Map Sector: F10

05 \ Domed Roof



Map Sector: H12

06 \ Damaged Church Tower



Map Sector: E12

07 \ Steeple



Map Sector: E15

Memory Block 6 Data \ Investigations

Memory Strand 03 \ Interrogation



Map Sector: F12

Memory Strand 04 \ Informer



Map Sector: G10

Targets: 5 **Time Limit:** 5 Minutes

Memory Strand 05 \ Informer



Map Sector: D12

Targets: 2 **Time Limit:** 3 Minutes

Memory Strand 06 \ Pickpocketing



Map Sector: I12

Memory Strand 08 \ Assassination \ Robert de Sable



Map Sector: D16

Save Citizen Investigations

Save Woman



Map Sector: F9

Initial Guards: 4 Vigilantes Summoned: 7
Additional Guards: 1

Save Woman



Map Sector: H10

Initial Guards: 3 Vigilantes Summoned: 7
Additional Guards: 4

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Save Woman



Map Sector: F13

Initial Guards: 3	Vigilantes Summoned: 6
Additional Guards: 1	

Save Woman



Map Sector: E14

Initial Guards: 5	Vigilantes Summoned: 6
Additional Guards: 1	

Area 03 \ Maneuvering Advice



The largest and most vibrant area of the Middle District. Save the four women from their Guard tormentors. Due to the large number of Archers, stay on the streets, and securing a large Vigilante force will pay off later when you need to lose Guards. Once all the Vigilantes have been summoned, make this area your default hideout in the Middle District. When combined with the Vigilantes in Area 02 of the Poor District, you're all but guaranteed safe passage through the southwest corner of the city.



Most of the streets in this area run east and west. The most useful north-south thoroughfare is the one running along the city's western wall, connecting the western gate to the southwestern gate in the Poor District. Despite the occasional traffic jam, this is the fastest way to move along the western edge of the city.

The Church of the Holy Sepulchre is swarming with Guards and Archers. You can evade most of the Church's security by approaching the damaged tower from the west. A series of ladders makes for an easy climb, plus you can use the massive dome to mask your movements.





The Trouble Makers in the Church's western courtyard could blow your cover if they push you into one of the many patrolling Guards. To be on the safe side, stop moving and Blend when a Guard is nearby. If you stand still or keep your distance, the Trouble Makers won't shove you.

Additional Memories \ Templars

1



The Templar stands guard in a small alcove just north of the main thoroughfare. Approach him from the east, sticking close to the wall, and you'll be able to get within range to Assassinate him.

2



For the best chance of sneaking beneath this Templar's notice, stay close to the wall and approach him from the northwest.

3



Advance from the north and you'll be able to Assassinate this Templar from atop the small box that sits between you and your target.

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Additional Memories \ Jerusalem Crosses (33)



Note All Jerusalem Crosses in the Middle District are collectible by Memory Block 6.

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Flag Checklist

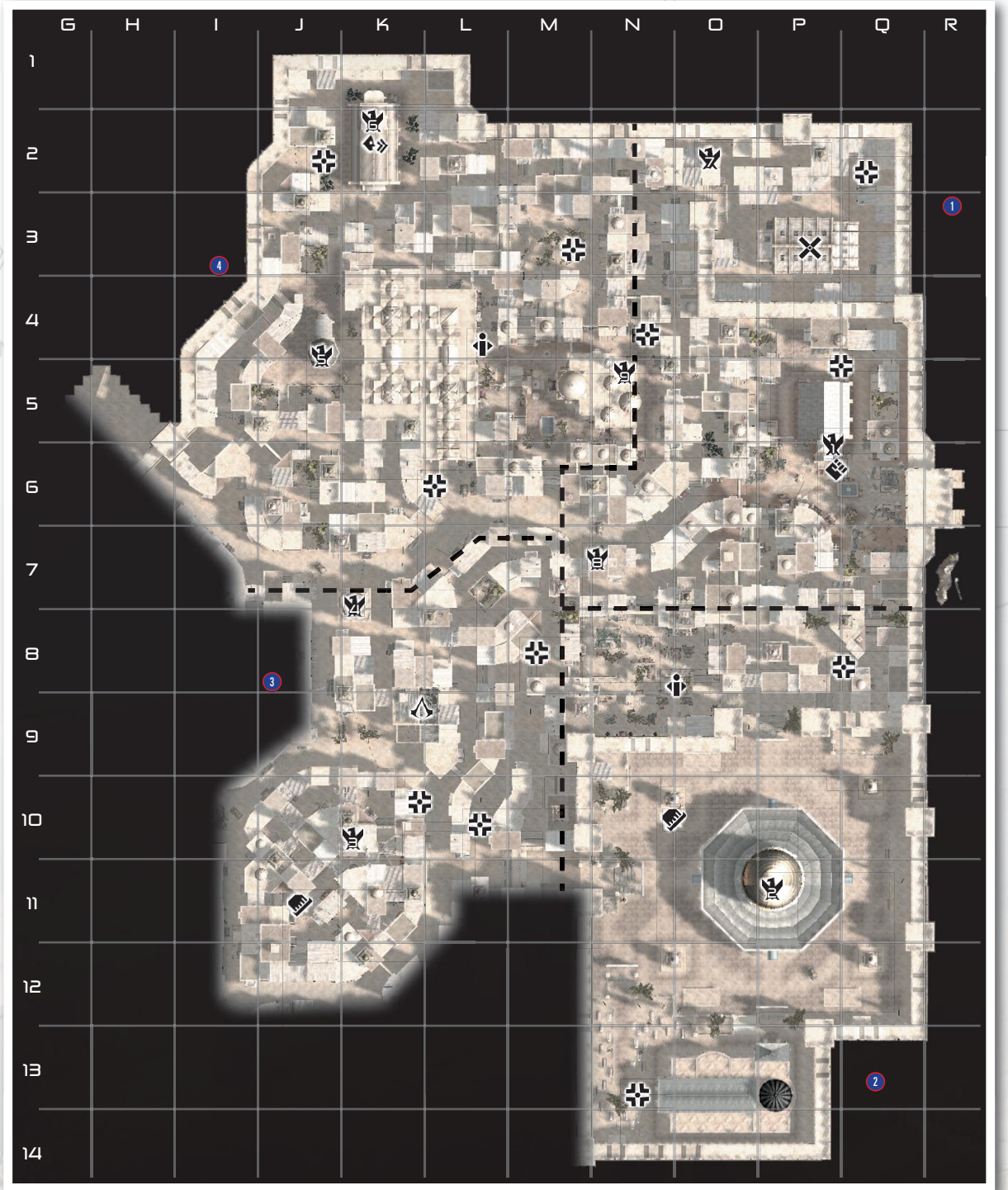
✔	Flag #	Description
❑	1	In a small, walled-in area, on a tiled roof
❑	2	On a small scaffold in the corner
❑	3	On a wooden overhang, hidden between the buildings
❑	4	On the roof; watch for the Guards
❑	5	On an overhang
❑	6	On an overhang in a small courtyard
❑	7	On a tiled roof
❑	8	In the middle of a stairway, on top of a box
❑	9	Next to a small fountain at the top of a staircase
❑	10	On top of an ivy-covered overhang
❑	11	Inside a small porch, on the roof
❑	12	On the roof, on top of a small, tiled outcropping
❑	13	In the corner, next to a table and a rug on the wall
❑	14	On the roof, hidden behind boxes and next to a small porch
❑	15	On a fountain in the wall
❑	16	On a small porch on the roof; watch for Guards
❑	17	On an ivy-covered overhang
❑	18	On a small archway high above the pathway
❑	19	On a wooden overhang next to a high arch
❑	20	On a porch above the small pathway
❑	21	In the corner of a small, enclosed courtyard with a Bench
❑	22	In the corner of a small alley, on a table
❑	23	In a dark corner, on the roof of the domed Church
❑	24	On the roof of the Church, next to a square building
❑	25	Next to some boxes, on a small porch
❑	26	On top of a small cart, with several crazies wandering the pathway
❑	27	On a small porch overlooking the pathway
❑	28	On a tiled roof, above #27
❑	29	On top of a fountain
❑	30	On the tiled roof of the domed temple
❑	31	On a wooden platform next to a stairway
❑	32	In a small courtyard next to a Hay Cart
❑	33	On top of a wooden pole





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Place of Interest 11 \ Jerusalem \ Rich District



Overview \ The Rich District

The Rich District—the first location you enter when you set foot in Jerusalem—is around the size of the other two Districts combined and features some of the most impressive architecture you'll find in the Holy Land. Dominating the southern part of the District is the seventh century Mosque called the Dome of the Rock. North is a large market area and a church by the entrance gates. To the northeast is a walled area known as the Barbican, where a ruthless slave trader called Talal runs his operation. The middle of the city is a crisscross section of alleyways, whereas the northwestern area features a large Souk, numerous courtyards, and another Church (with a graveyard—both Church and graveyard can be entered).

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Area 01 \ Entrance and Barbican

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Traffic: Moderate

Security: Heavy

Controlling Faction: Saracens

View Points: 3

Investigations: 2

Save Citizens: 3

Step through the gates into the small market area, which is dominated by a church with a bell tower. The buildings to the north and east run the perimeter wall, and to the west allow you access to the interior area of the Barbican. The Barbican has two entrances, both of which can be negotiated in a variety of ways. The main east-west thoroughfare from the gates lead directly to the Souk, with a couple of streets leading you north to the Barbican.



Area 01 looking north



Area 01 looking east



Area 01 looking south



Area 01 looking west

Key Landmarks

Bab Ariha Gate



Map Sector: R6

Saint Anne's Church



Map Sector: P5

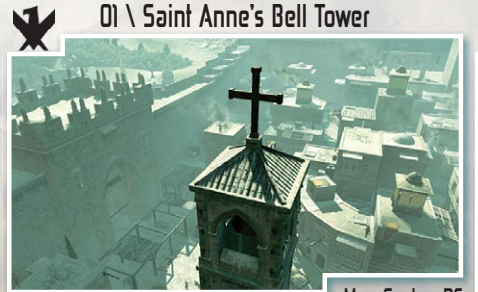
Barbican



Map Sector: P3

View Points

01 \ Saint Anne's Bell Tower



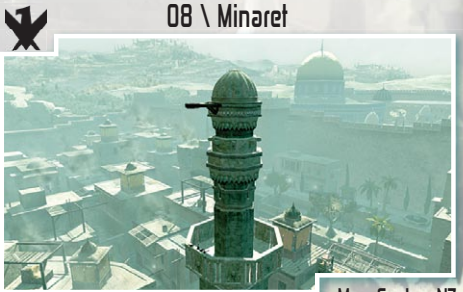
Map Sector: P6

07 \ Minaret



Map Sector: O2

08 \ Minaret



Map Sector: N7

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Memory Block 3 Data \ Investigations

Memory Strand 02 \ Interrogation



Map Sector: P6

Memory Strand 08 \ Assassination \ Talal



Map Sector: P3

Save Citizen Investigations

Save Woman



Map Sector: N4

Initial Guards: 3
Additional Guards: 1
Vigilantes Summoned: 6

Save Woman



Map Sector: Q2

Initial Guards: 3
Additional Guards: 0
Vigilantes Summoned: 4

Save Scholar



Map Sector: P5

Initial Guards: 5
Additional Guards: 1
Scholars Summoned: 4

Area 01 \ Maneuvering Advice



The varying levels of security require constant situational awareness when moving through this area, particularly when transitioning from streets to rooftops. The heaviest security is clustered around the Bab Ariha Gate, Saint Anne's Church, and the Barbican. This includes posted Guards, patrols on the streets, and Archers on the rooftops. Although crowded, the streets and alleyways in these northern areas are your best means of getting around. Far less security is posted to the south in the area between Saint Anne's Church and the Dome of the Rock. Feel free to take the high ground here.



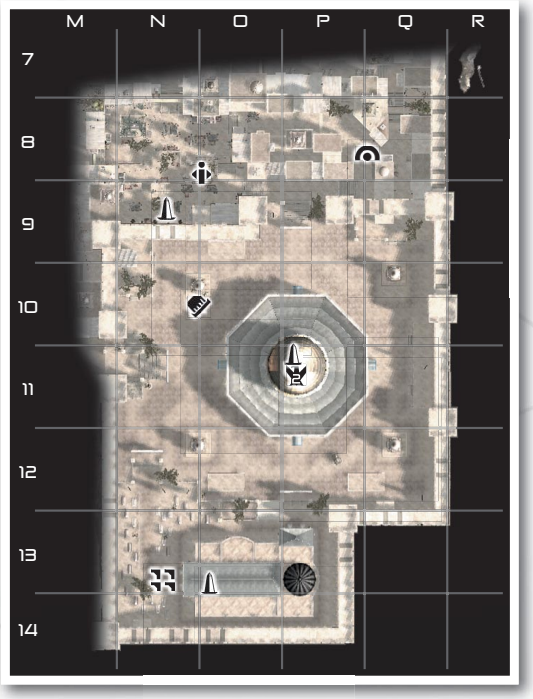
Enclosed courtyards are common in this area, particularly around Saint Anne's Church. These are good spots to lose pursuers. Rush inside to break their line of sight, then sit down on a Bench to Blend.



All entry points to the Barbican are well guarded. The easiest way in is to defeat the Guards harassing the Scholar at map sector M4. The four Scholars summoned after the fight will allow you to pass the Guards at the Barbican's main gate.

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Area 02 \ Dome of the Rock



Traffic: Moderate

Security: Moderate

Controlling Faction: Saracens

View Points: 1

Investigations: 2

Save Citizens: 2

At first, there is little else to do but gaze in wonder at the majesty of the Dome of the Rock—the gigantic Mosque with its own massive courtyard—and the southern Al-Aqsa Mosque. This area can be accessed provided you can negotiate the Guard Post at the northern or western entrance (the latter of which is accessed via Area 03). To the north, amid the alleys that lead back to the Church and gate, is a large market on a couple of different levels; this is a great place to lose enemies.

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Area 02 looking north



Area 02 looking east



Area 02 looking south



Area 02 looking west

Key Landmarks

Market



Map Sector: N9

Dome of the Rock



Map Sector: P10-P11

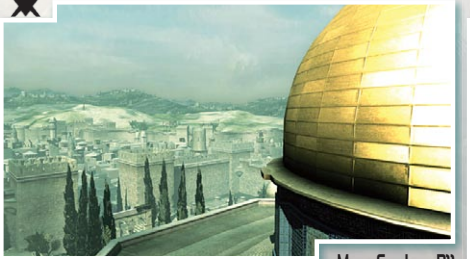
Al-Aqsa Mosque



Map Sector: N13-P13

View Points

02 \ Dome of the Rock's Roof



Map Sector: P11

Memory Block 3 Data \ Investigations

Memory Strand 04 \ Pickpocket



Map Sector: N10

Memory Strand 05 \ Informer



Map Sector: N8

Flags: 20

Time Limit: 3 Minutes

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Save Citizen Investigations

Save Woman



Map Sector: N13

Initial Guards: 3
Additional Guards: 0
Vigilantes Summoned: 6

Save Scholar



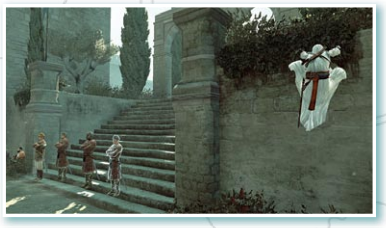
Map Sector: P8

Initial Guards: 5
Additional Guards: 3
Scholars Summoned: 4

Area 02 \ Maneuvering Advice



The massive gold dome can be seen from all over, so use it as a reference point when moving along the city's rooftops. Entry points to the Dome are located on the northern and western sides of the perimeter wall. Both entrances are guarded, but it's not too difficult to bypass the security. A few Guards and Guard Patrols are located around the Dome, but this area is relatively open, with only a handful of citizens walking about. Still, maintain a low profile.



You can bypass the four Guards at the Dome's northern entrance by climbing up this ledge to the west of the northern steps. The same maneuver works at the western entrance.



A Templar stands in the southeast corner by the Al-Aqsa Mosque. With his back to the wall, the Templar can cover the two approaching alleyways, making it impossible to sneak up on him. You'll have to fight this one out toe-to-toe. Try to keep the fight isolated to this low-traffic corner to prevent Guards from joining in.

Area 03 \Middle Area



Traffic: Moderate
Security: Moderate
Controlling Faction: Saracens
View Points: 2
Investigations: 1
Save Citizens: 3

What first appears to be a jumble of different-sized buildings soon becomes an intricate crisscrossing of streets and alleyways, with the Assassin's Bureau in the middle of it all. Of particular note are two District arches, one leading you into the Poor District and the other to the Middle District, both via the main streets in this area. Otherwise, be sure you learn where the main (and wide) street in Area 04 is to the north, so you know where you are. Also try and seek out the many small courtyards and exterior gardens where peace, solitude, and (most importantly) a Bench to Blend can be found.

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Area 03 looking north


Area 03 looking east


Area 03 looking south


Area 03 looking west

Key Landmarks

Assassin's Bureau


Map Sector: K9

Courtyard


Map Sector: K9

Middle District Arch


Map Sector: I10

View Points

Poor District Arch


Map Sector: K12

03 \ Minaret


Map Sector: K10

04 \ Guard Tower


Map Sector: K7

Memory Block 3 Data \ Investigations

Memory Strand 03 \ Pickpocket


Map Sector: J11

Save Citizen Investigations

Save Woman


Map Sector: M8

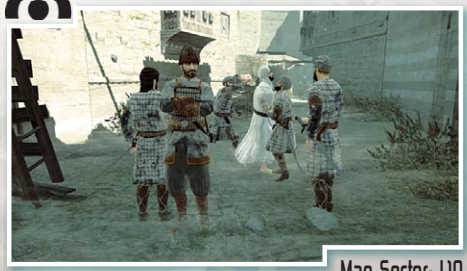
Initial Guards: 4
Additional Guards: 3
Vigilantes Summoned: 6

Save Woman


Map Sector: K10

Initial Guards: 3
Additional Guards: 1
Vigilantes Summoned: 7

Save Scholar


Map Sector: L10

Initial Guards: 5
Additional Guards: 1
Scholars Summoned: 4

Area 03 \ Maneuvering Advice



The Bureau is positioned in the center of this area, not far from the Middle and Poor Districts. Rooftop security is relatively low around the Bureau. However, Archers are posted around the Guard Tower to the north and the minaret to the south. Drop to street level when moving in these directions. East and west travel, to and from the Bureau, is safe and easy along the rooftops.

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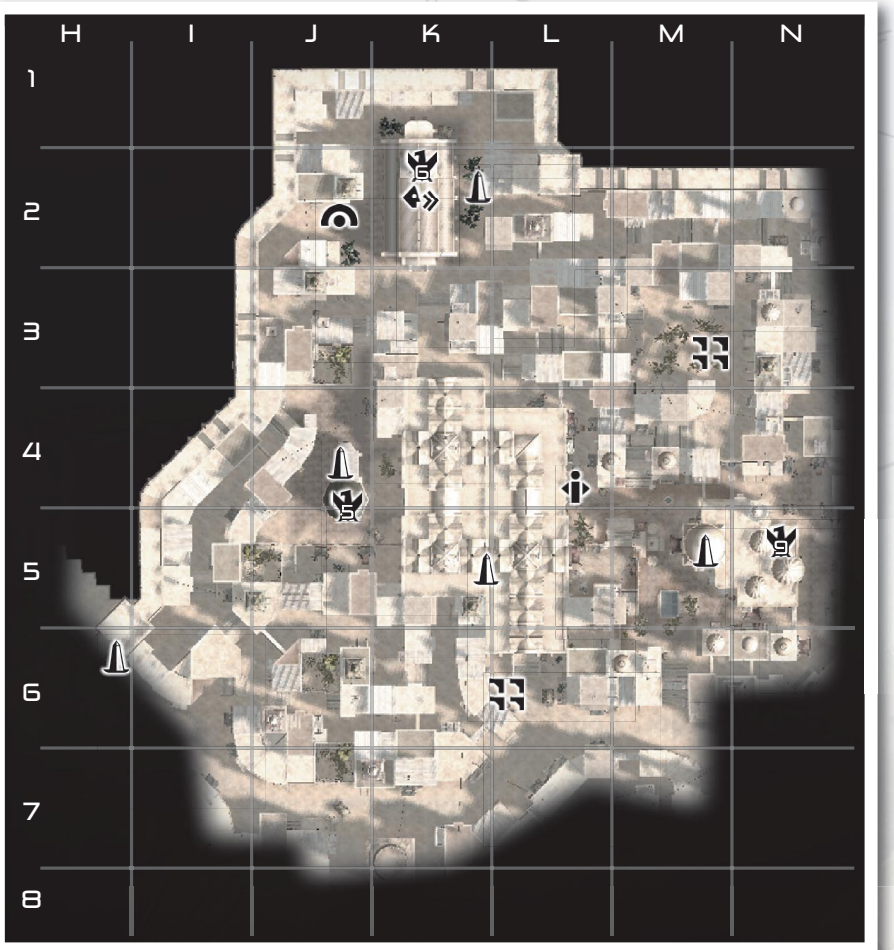


The Guard Tower at map sector K7 is watched by four Archers positioned on the surrounding rooftops, one on each side of the tower. Eliminate at least one of the Archers before attempting your climb. One more Archer waits at the top. Wait until his back is turned, then climb to the top for the stealthy kill.



The courtyard west of the Bureau is one of the most congested sections of this area, but it's also a good place to find a Bench. Choose from one of the four Benches here (or the Roof Garden to the north) to lose your pursuers before entering the Bureau.

Area 04 \ Market Area



Traffic: Heavy

Security: Moderate

Controlling Faction: Saracens

View Points: 3

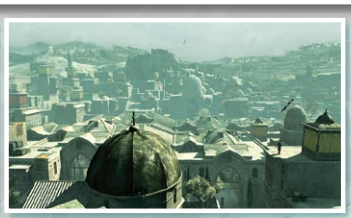
Investigations: 2

Save Citizens: 3

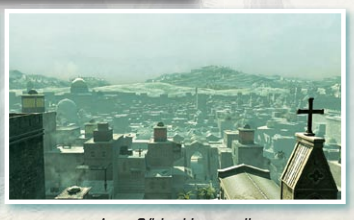
The northwest area is one with many buildings that stand out and can be explored. The largest of these is the Souk, entered via any of the four entrances on each of its sides, where the interior roofing can be Leaped across. Nearby is a Mosque that serves as an excellent landmark when you're looking for the main thoroughfare that runs east to west all the way to the northwestern gate. It's also a place to flee if combat is becoming unmanageable. At the northern part of this area is a church and graveyard, and another street heading west-east, allowing access toward the Barbican in Area 01.



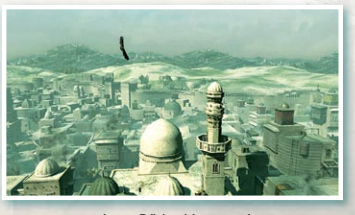
Area 04 looking north



Area 04 looking east



Area 04 looking south



Area 04 looking west

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Key Landmarks

Mosque



Map Sector: M5-N5

Souk



Map Sectors: J4-L5

Domed Chapel



Map Sector: J4

View Points

Church and Graveyard



Map Sector: K2

Northwest Gate



Map Sector: H5

05 \ Domed Roof



Map Sector: J4

Memory Block 3 Data \ Investigations

06 \ Church Bell Tower



Map Sector: K2

09 \ Mosque Minaret



Map Sector: N5

Memory Strand 01 \ Informer

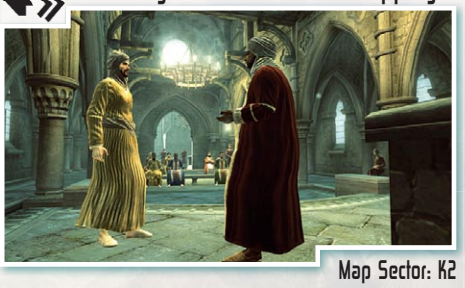


Map Sector: L4

Targets: 2 Time Limit: None

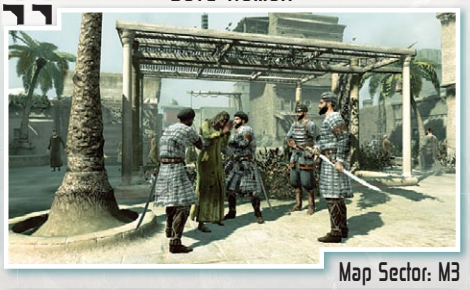
Save Citizen Investigations

Memory Strand 06 \ Eavesdropping



Map Sector: K2

Save Woman



Map Sector: M3

Initial Guards: 4 Vigilantes Summoned: 6
Additional Guards: 1

Save Woman



Map Sector: L6

Initial Guards: 3 Vigilantes Summoned: 4
Additional Guards: 1

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Save Scholar



Map Sector: J2

Initial Guards: 5
Additional Guards: 0
Scholars Summoned: 4

Area 04 \ Maneuvering Advice



The large Souk is the focal point of this area and is surrounded by several other key landmarks. Moving through the Souk can be slow, tedious, and potentially hazardous. Because of this, try to maneuver around the Souk or Free-step over the horizontal support beams inside. The best option for moving around this area is the Souk's rooftop. Given its large size and lack of Archers, this rooftop is the perfect central hub when moving along the high ground. From here you can reach almost any point in the area. Just watch out for Archers on the periphery.



Two Guards are posted at the entrance of the church at map sector I1. You'll need to distract them to slip inside. Perform a Low Profile assassination on one of the Guards outside the church, then walk inside as the two Guards at the entrance leave their post.



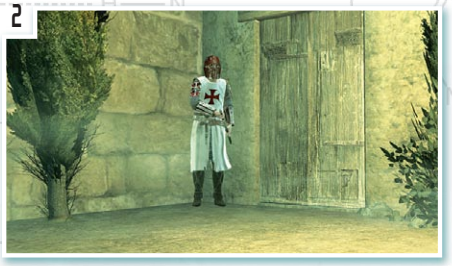
Partially concealed by crypts, tombstones, and trees, a lone Templar stands guard in the north-eastern corner of the cemetery at map sector L1. Approach from the west and climb to the top of the building in the corner to Drop down behind him. You must act quickly to pull off the easy kill.

Additional Memories \ Templars

The high structure behind this Templar is just what the Assassin ordered. Climb it and position yourself right above the target. Hang on the ledge (don't Drop) and perform an assassination.



2



There is no way to catch this Templar unaware. Engage him with sword drawn.

Approach this Templar from the northeast and the assassination will go smoothly. Getting away without alerting the Guards is the difficult part.

3



4



Backed in a corner, the Templar will notice you approach from any direction.

Additional Memories \ Jerusalem Crosses (33)



Note All Jerusalem Crosses in the Rich District are collectible by Memory Block 3.

Flag Checklist		
✔	Flag #	Description
❑	1	In a small alley next to the city wall, near a small cart
❑	2	In the church, above you as you enter, on a beam
❑	3	On the roof

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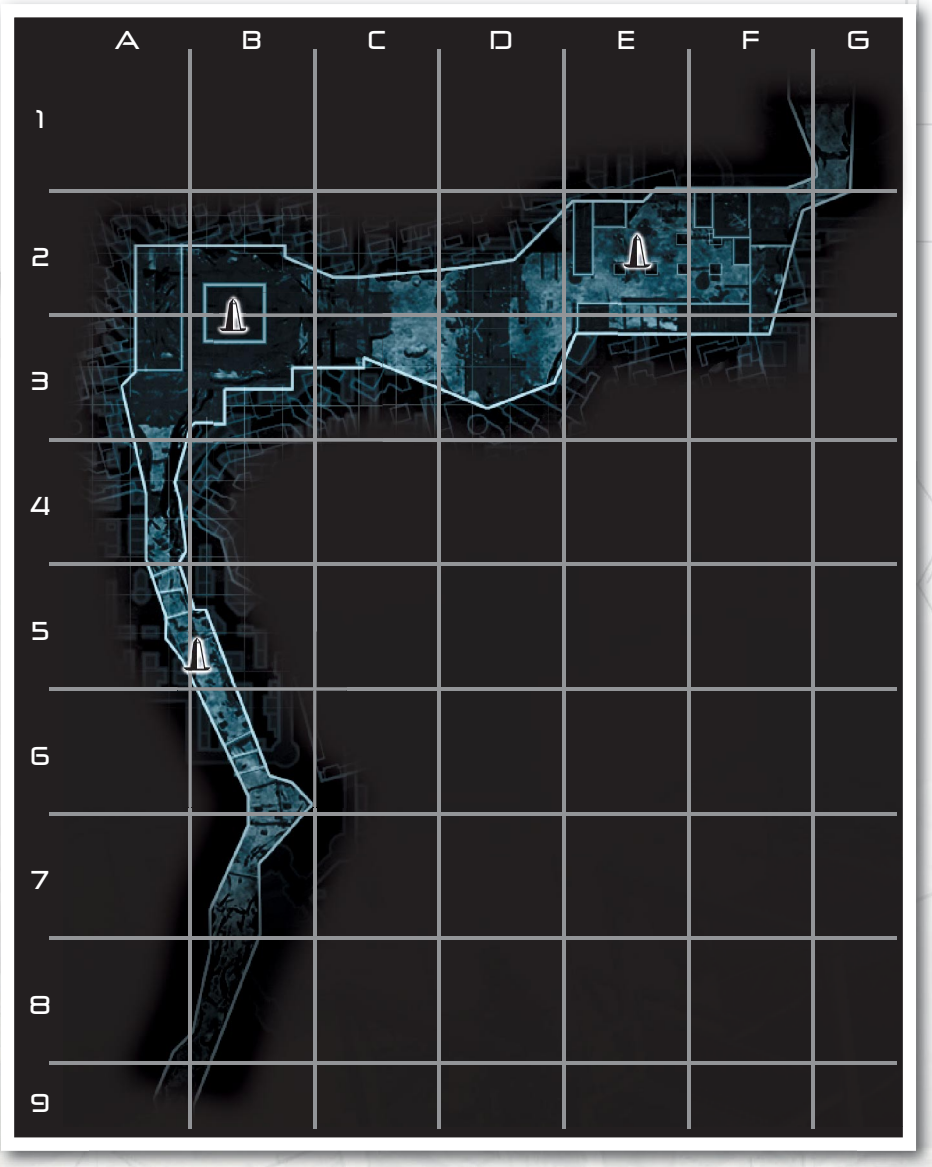
✔	Flag #	Description
❑	4	On a wooden structure
❑	5	On the rooftop
❑	6	On a vine-covered structure, in a small garden structure
❑	7	In a tiny alley between two large buildings
❑	8	On the roof spine of the Barbican
❑	9	In a small alley
❑	10	On a small ledge
❑	11	On the roof of the covered market
❑	12	Ground level, near a table in the corner
❑	13	On the roof of a building with four domes and a View Point tower
❑	14	On top of a pole on the roof
❑	15	On top of a roof right next to the city wall
❑	16	On a ledge
❑	17	On the ledge next to a small dome, with two Guards close by
❑	18	On a ledge over a small courtyard

✔	Flag #	Description
❑	19	On top of a pillar in a small courtyard
❑	20	On a small balcony overlooking a small market area
❑	21	On the roof behind a large stone-tiled block
❑	22	Hiding in a bush, next to a merchant
❑	23	On a post on the roof
❑	24	Hidden in a small alley that dead-ends into the eastern wall
❑	25	In a small area between rooftops
❑	26	On a small stone porch, in a corner behind a spice rack
❑	27	In a tight corner in the Temple Mount area
❑	28	On top of the archway that leads into the large temple grounds
❑	29	In front of the small obelisk
❑	30	On the roof
❑	31	In a small alleyway
❑	32	On the roof
❑	33	On the roof of the Al-Aqsa Mosque



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Place of Interest 12 \ Solomon's Temple



Overview \ The Temple

Consecrated during the reign of David (King of Israel), Solomon's Temple is a religious focal point prone to raiders. It is situated on and under the area where the Dome of the Rock sits, although there is some discussion over which of two possible locations the original temple was located. Hundreds of years before your ancestor's time, King David made Jerusalem the center of his government, taking the fabled Ark of the Covenant and leaving the task of housing the relic to his son, Solomon. After consecration, the site became a place of pilgrimage.

Notable Data \ Solomon's Temple Gallery

Leader \ Robert de Sable



Leader of the Knights Templar and in charge of excavating the Temple treasure.

Defense Forces \ Crusader Guards



They wear the Crusader regalia and accompany Robert de Sable.

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Important Areas and Advice

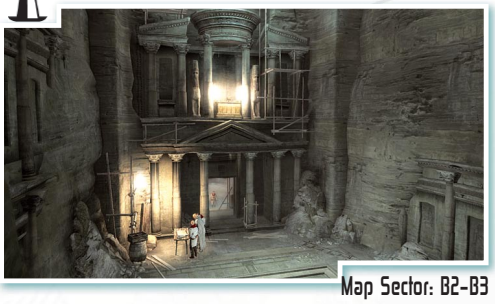
Key Landmarks

Southern Tunnel



Map Sector: A4-B8

Treasure Chamber



Map Sector: B2-B3

Eastern Tunnel



Map Sector: C2-F2

Maneuvering Advice

Note Solomon's Temple entrance may be in the Poor District of Jerusalem, but you can only reach or exit it during a specific Memory Strand in Memory Block 1.



In the southern tunnel, Free-step across the horizontal wooden beams to cross the two pits. If you fall down, use the ladders to climb back up and try again.



There are several ways to traverse the obstacles in the eastern tunnel. It's easiest to use the scaffolding on the northern and southern walls. A more challenging route awaits in the middle. Try crossing this area by Jumping across the pillars. Take some time to experiment Free-stepping and climbing here; there's no rush. At the top of the climbable wall, you're removed from this location.



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Place of Interest 13 \ Arsuf Plains



Overview \ Arsuf Plains

Arsuf is an ancient Fortress overlooking plains, located in what is now Israel. A fierce and massive battle between Richard the Lionheart and Salah al-Din took place on September 7, 1191. The initial Saracen attack began at nine in the morning, with Saracen forces launching arrows and javelins, mainly at the Knights Hospitalier ranks. Mounted Archers followed up and then retreated. As Richard's army marched to Arsuf, Saracens continued to provoke, and the Hospitaliers broke rank as they had to fire and retreat at the same time they brought up the rear.

Instead of falling to this harassment, and despite Richard's protest, the Hospitaliers charged. Unprepared Saracens weren't expecting this maneuver, and Richard ordered a strike along his line. A second charge, with Richard in the midst of battle, was successful. Salah al-Din attempted a counterattack at Richard's left flank, but the king regrouped, charged a third time, and scattered Salah al-Din's forces. Richard claimed Salah al-Din's camp, but ordered no more pursuits.

Notable Data \ Arsuf Plains Gallery

Leader \ Richard the Lionheart



The King of England, and leader of the Christian troops engaged in furious battle.

Leader \ Robert de Sable



Leader of the Knights Templar, and currently overseeing the battle at King Richard's side.

Defense Forces \ Saracen Guards



They wear the Saracen regalia and attack on sight.

Defense Forces \ Crusader Guards



They wear the Crusader regalia and will attack on sight.

Defense Forces \ Templars



Found at the Crusader Encampment, these Templars help defend Robert de Sable.

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Important Areas and Advice

Key Landmarks

Crusader Convoy



Map Sectors: A3-G12

Saracen Archers



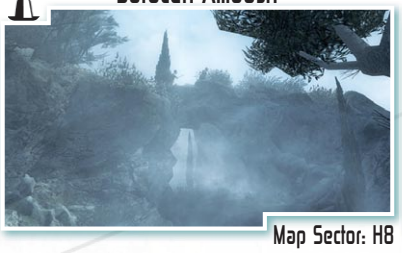
Map Sector: E6

Saracen Outpost



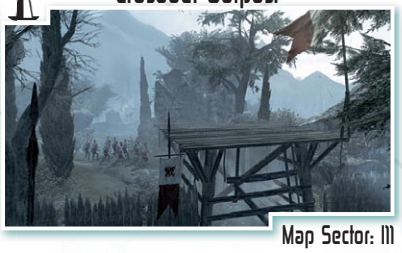
Map Sector: F6

Saracen Ambush



Map Sector: H8

Crusader Outpost



Map Sector: I11

Crusader Encampment



Map Sector: I13

Arsuf Exit



Map Sector: B2

Maneuvering Advice



The path is blocked by a Guard Tower and a tall fence at the Saracen Outpost. You must leave your horse behind and proceed on foot. Climb to the top of the Guard Tower and quickly initiate a sword fight with the Archers.



Saracens will ambush you on several occasions while moving between the two outposts. Take one battle and one fighter at a time. Most of all, be patient and stay on defense, using Throwing Knives as you engage and Counter Attacks when engaged.

Place of Interest 14 \ Abstergo Laboratory

Overview \ Abstergo Laboratory

Abstergo Industries has built a number of facilities around the globe for their clandestine research operations, and this one — in parts unknown — operates an impressive device known as the Animus in a central chamber. Study the layout of the floor and you may realize the nature of this organization. From this large chamber are two additional rooms; a conference area with a large viewing window, and a subject's bedroom and bathroom. The conference room, and all other parts of this facility, are off-limits.

Notable Data \ Abstergo Laboratory Gallery

Subject \ Desmond Miles



Bartender

Technician \ Dr. Warren Vidic



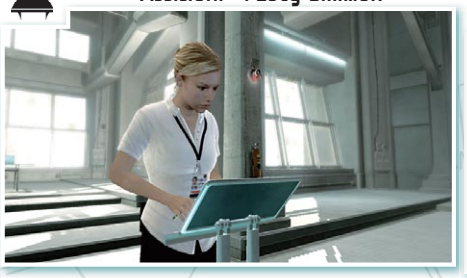
Abstergo Industries Employee

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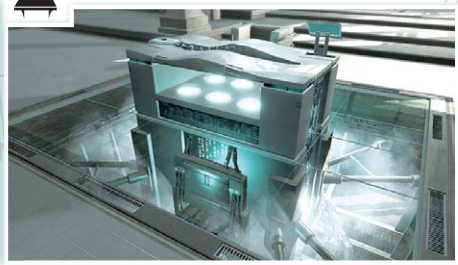
Key Landmarks

Assistant \ Lucy Stillman



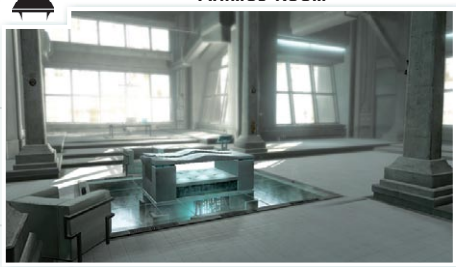
Abstergo Industries Employee

Device \ Animus



Genetic Memory Manipulator

Animus Room



Animus Computer Terminal



Access is currently denied. This is the computer that Lucy uses to check data from the Animus and read her e-mails.

Dr. Vidic's Laptop



Sitting on his spacious glass desk, this laptop is off limits to all except the doctor, who accesses it via a device known as a Digipen.

Bedroom



Bathroom



Conference Room



Conference Room Laptop



On the large table in the middle of the conference room sits a second laptop, utilized by various high-level Abstergo personnel. Access is currently denied.

Maneuvering Advice



The Animus room is the centerpiece of the Laboratory, with the Animus located at the center. Two doorways are across the room, opposite the windows. The door on the right leads to the bedroom and bathroom area; the door on the left leads to a conference room. The bedroom and bathroom are open at all times, but the conference room is off limits to memory retrieval subjects. The conference room security door seems to require a keycard of some kind....



Only a handful of objects in the Laboratory are interactive. Stand next to various objects and watch for an onscreen cue to appear; any button press initiates interaction. Standard interactive objects are the Animus device, the bed, and the sink in the bathroom. The interactivity of objects changes throughout the game, so keep exploring as you progress.

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Masyaf

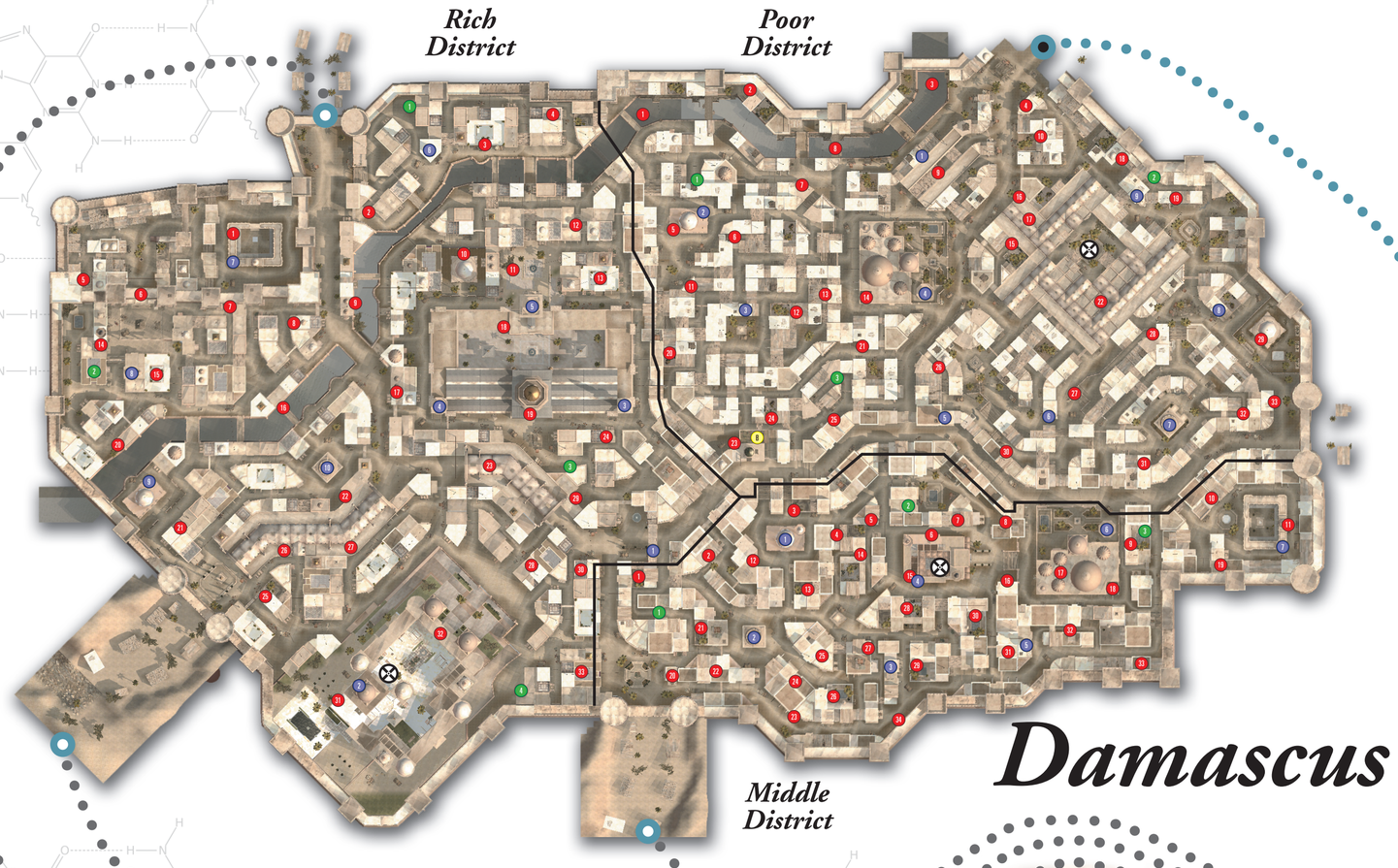


Rich District

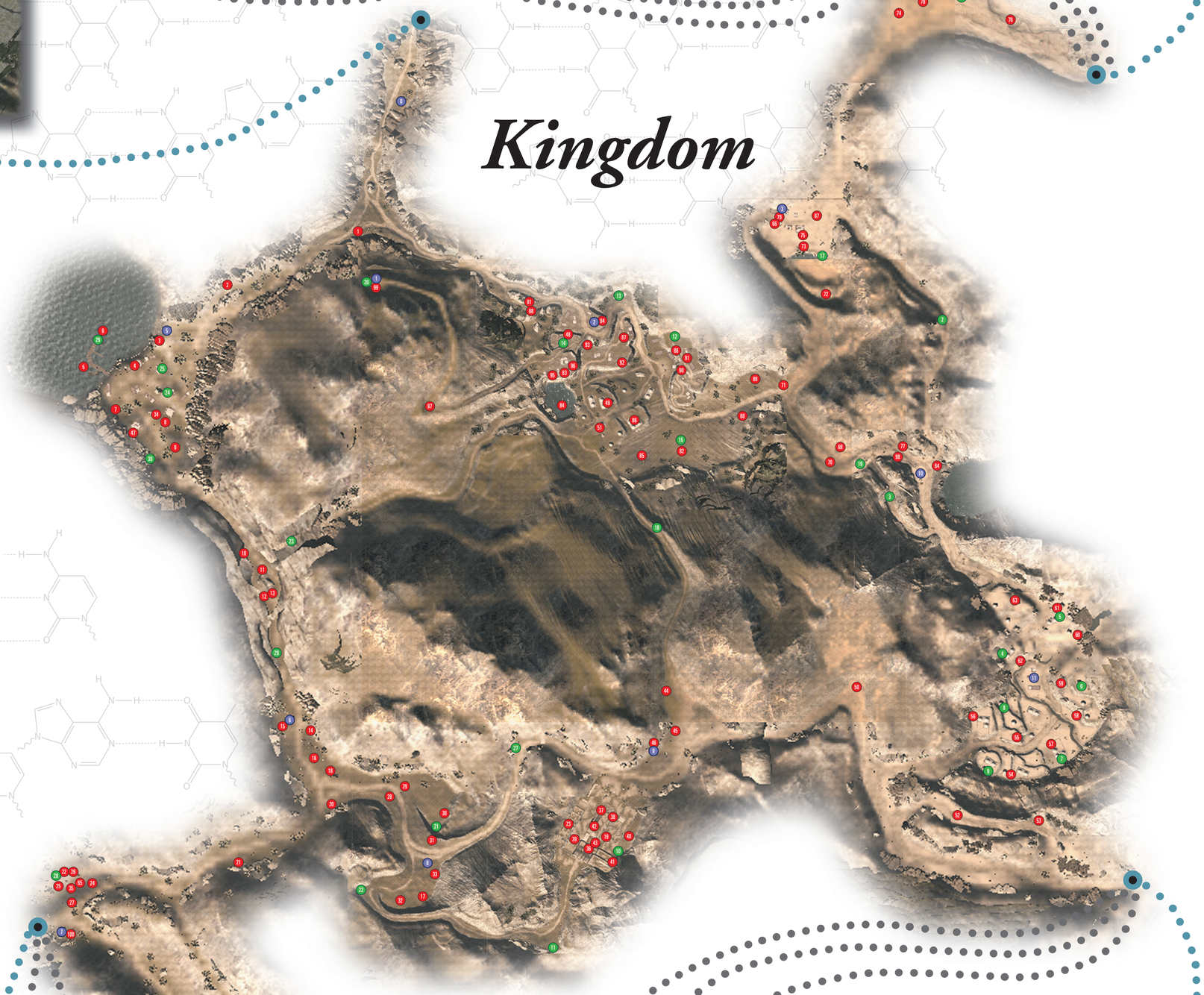
Poor District

Middle District

Damascus



Kingdom





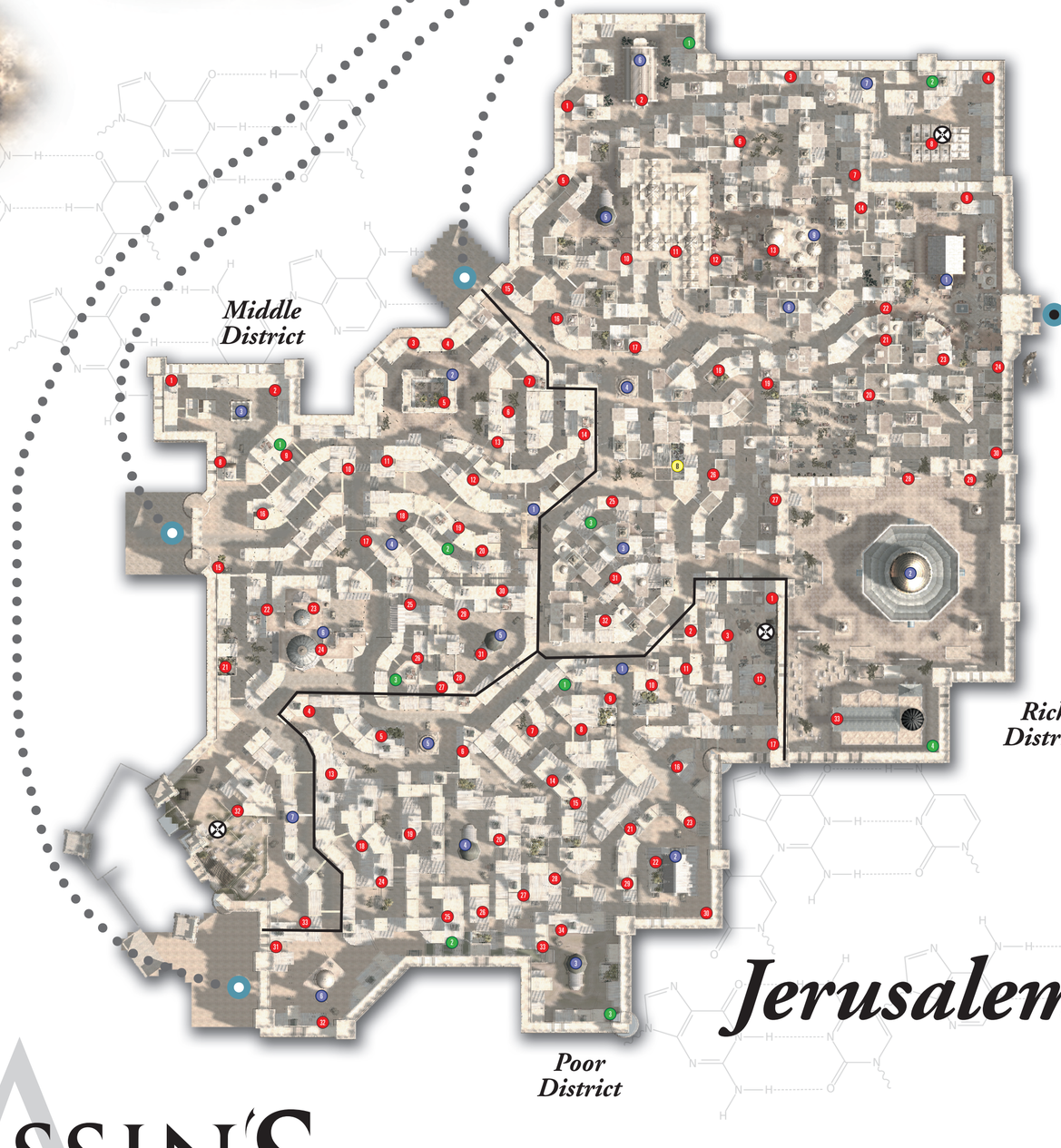
- B — Bureau
- 1 — Templar
- 1 — Flag
- Target
- Al Mualim
- 1 — View Point
- Entrance and Exit
- Exit Only

Poor District

Middle District



Middle District



Rich District

Acre

Rich District

Jerusalem

Poor District

ASSASSIN'S CREED™

PRIMA GAMES

BASED ON A GAME RATED BY THE ESRB M MATURE 17+

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